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# **THE VIDEO MASTER'S GUIDE TO DONKEY KONG™**

by  
**Steve Sanders**

Illustrated by  
Dusan Krajan



**BANTAM BOOKS**

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## THE VIDEO MASTER'S GUIDE TO DONKEY KONG

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To Craig Scroggins and John Brooks,  
who started this whole mess

# CONTENTS

Introduction	1
Preparing to Play DONKEY KONG	4
The Control Panel	5
The Joystick	5
The Jump Button	5
Control Maneuvers	7
Movement	7
Jumping	7
Object of the Game	9
Understanding the Game Boards	11
Score Display	11
Bonus Clock	11
Height	11
Levels of Play	11
Order of Rounds	12
Objects on the Game Boards	13
Cast of Characters	13
Personal Belongings	14
Aid	14
Scenario Items	14
Dangers	15
Barrels	16
Rivets	18
Elevators	20

Conveyor Belts	22
How to Score Points	25
Dangers	27
Strategies	30
Basic Techniques	31
Strategies—Barrels	33
First Level	33
Beginner	33
Intermediate	38
Advanced	43
Second Level	44
Beginner	44
Intermediate	44
Advanced	44
Third Level	45
Beginner	45
Intermediate	45
Advanced	45
Strategies—Rivets	46
Beginner	49
Intermediate	50
Advanced	52
Strategies—Elevators	57
Second Level	57
Beginner	57
Intermediate	59
The Long Jump	62
Advanced	65
Third Level	67
Beginner	67
Intermediate	68
Advanced	68

Fourth Level	70
Beginner	70
Intermediate	71
Advanced	71
Strategies—Conveyor Belts	76
Beginner	76
Advanced	78
Conclusion	84

## INTRODUCTION

Even if you memorize every strategy in this book, learn every little kink in the machine, or get good enough to play blindfolded, you will never be a good DONKEY KONG player unless you learn one thing: patience.

Until recently, I was the second-best player that I knew. Only one person that I knew could beat me. A fourteen-year-old kid named Steve Lindsay. I could not figure out why. It was obvious that I knew more tricks and more strategies than he did, but the machine seemed to be nicer to him. Then, one day, it dawned on me. The machine was not being nicer to him; instead, he was being nicer to himself. He had patience. He, unlike me, would never get greedy for a hundred or even a few thousand extra points. Instead, his only goal was to clear the round. (This means to go from the present screen through its challenges to the next screen.) Therefore, he would always beat me.

Patience.

What do I mean by patience? you ask. Well, what I am trying to point out can be summed up by the old saying "If you have to ask the price, you can't afford it." If you have to ask yourself, "Do I have time to do this?" or "Can I make this jump?" you should not try to do it. If you are not sure of any move that you make, then you will probably end up killing yourself.

So, in this book, I will try to help you gain that much-needed confidence that is required to play a good game of DONKEY KONG.

After reading this book, you should be able to know whether or not you can make any particular move. You will not have to ask yourself, "Can I make this jump?" or, "Do I have time to do this?"

You will automatically know, and you will have that sought-after secret of a good player: confidence intertwined with patience.

Anyone can look at a DONKEY KONG machine and tell by its graphics that its inventors were ingenious. This is true not only of the graphics but also of the method of play. Interestingly enough, a person's scores and abilities will not grow in the manner typical of other video games. Instead, a person's ability to score will grow geometrically, which is due to the unique program used in DONKEY KONG.

When a beginning player plays DONKEY KONG and gets killed by a Barrel that is thrown by DONKEY KONG, he will often get extremely upset since he or she thinks that escape from that Barrel was impossible.

In most games, it is always good strategy to play it safe. However, in DONKEY KONG, that is not always the case. Whenever you see an opportunity to advance farther along the board and decide not to for reasons of safety, then DONKEY KONG will often throw a flying Barrel at you that is, in fact, inescapable. If you take advantage of the opportunity to move forward, this will not happen.

In other words, if you do not play with a good strategy, DONKEY KONG will literally wipe you out. This is true not only with Barrels but also with Fireballs and Springs. Because of this, as you become a better and more experienced player, you will begin to see the opportunities given you to advance and become better at taking advantage of these opportunities. Therefore, the more experience you get, the easier DONKEY KONG will become.

An inexperienced player is likely to think the game impossible to beat and may possibly become discouraged with DONKEY KONG. I would suggest not only reading this entire book before you play but also watching some good players in order to learn. Once you have mastered the techniques described in this book, you can become an expert player.

It is also advisable to be a rather conservative player until you master the techniques. The reason is that until you become somewhat advanced, DONKEY KONG will start throwing Barrels

at you that are virtually impossible to avoid. Therefore, until you reach the expert level, it is usually best to move entirely out of the way when you see a flying Barrel thrown from DONKEY KONG's hands. Although this will not guarantee an escape from death, it is better to attempt to dodge the Barrel than to watch it hit you.

Often when a player gets killed in what he feels was a stupid manner, he will become angered and start playing haphazardly instead of trying to play a serious game. He may think that he will have more fun playing if he relaxes. However, this is usually not the case. When a player becomes less serious, he will usually end up dying again and become more angered.

Remember, to become a good player, you must have confidence, play with patience, and practice the strategies and techniques in this book. There is no substitute for experience.

## **PREPARING TO PLAY DONKEY KONG**

It is very important before playing any video game to psych yourself up. To do this, simply tell yourself, "This is going to be the best game I've ever had." Once you feel that you are mentally prepared, go ahead and start the game. Throughout the game, remember that even the experts make an occasional mistake. So don't blow your cool if you make one. Instead, just keep right on playing and maintain a high level of confidence and patience. It is important to keep this high level of optimism throughout the game.

If you tell yourself that you are going to do poorly, then you will. If you tell yourself that you are going to do well, you will. After the game is over, tell yourself that the next time you play, you are going to come back and beat your previous score easily.

I have found that it is best not to play too many games in succession. By about the seventh or eighth game, you begin to get bored, and you lose concentration. So, to ensure success, you should play a few games as often as possible rather than many games every now and then.

## THE CONTROL PANEL

Perhaps one of the main reasons that DONKEY KONG has become so popular is because it has only two controls. Having two controls makes the game easier to play.

The two controls are the "Joystick" and the "Jump Button." (See Diagram A.) The panel also contains player-selection buttons—Player 1 and Player 2. The Joystick controls the direction in which the Jump Man goes, and the Jump Button directs the Jump Man to jump.

### The Joystick

The Joystick, depending on its inclination, will move the man forward, backward, up, or down. The Jump Man, however, can only move up or down on a ladder and forward or backward on a girder with the use of the Joystick.

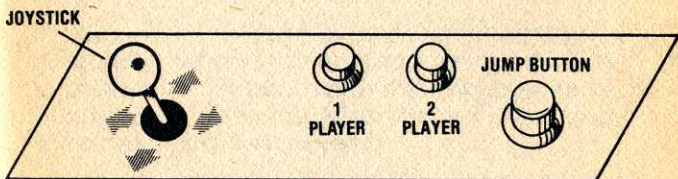


Diagram A

### The Jump Button

When the Jump Button is pressed, the Jump Man will jump in the direction the Joystick is pointed. If the Joystick is pressed to the

right, then the Jump Man will jump to the right, as a hurdler would. When the Joystick is pressed to the left, then the Jump Man will jump to the left. However, if the Joystick is pressed up or down or not depressed at all, then the Jump Man will always jump straight up in the air.

## **CONTROL MANEUVERS**

Unlike many of the new video games on the market today, DONKEY KONG has controls that are fairly easy to manipulate. If you have good hand-eye coordination as do most video games players, you will do fairly well at playing DONKEY KONG. If you learn the strategies and secrets of this book and practice them, you will master their use.

### **Movement**

The Joystick moves the Jump Man in four directions: forward, backward, up, and down.

### **Jumping**

The Jump Button makes the Jump Man jump. The easiest method of jumping is simply not to touch the Joystick at all and to depress the Jump Button. This will make the Jump Man jump straight up and straight down again.

Another way of jumping may be accomplished by pushing the Jump Button while the Jump Man is running either forward or backward. This will accomplish the maneuver known as the "Hurdle-Jump," when the Jump Man will jump forward in the same direction as he is traveling.

Another way to perform the "Hurdle-Jump" is by pressing the Joystick forward or backward and simultaneously pressing the Jump Button. As a result, the Jump Man will perform a Hurdle-Jump from a standing position.

The next—and the hardest—way to jump is known as the "Backward Jump." It may be accomplished by pressing the

Joystick in the direction opposite from what it previously was while pushing the Jump Button. As a result, the Jump Man will literally jump backward, facing one direction but jumping in another.

Before you can become a good DONKEY KONG player, it is imperative that you learn how to perform all methods of jumping. Before you start playing a serious game, it is advisable to spend a few quarters simply practicing jumping in all the ways described. If you do not practice, you may become discouraged and discontinue playing.

## OBJECT OF THE GAME

The fun begins as soon as you put your quarter into the slot and push the Start Button. Immediately, you watch the dreadful DONKEY KONG carry your girl friend to the first floor of an unfinished building, a full twenty-five meters in the air. Disgusted by the thought of this huge ape's stealing your girl friend, you choose to save her, thus starting the game.

There are many perils you have to avoid along the way. Such dangers as Barrels, Fireballs, and Sandpiles are always trying to do you in. But because you are in top physical condition, all you have to do is to be smarter than they. After all, you can jump over these nuisances or even hammer them into oblivion.

However, once you get to the place where your girl friend is standing, DONKEY KONG, in a fit of rage, climbs higher on the building and takes her with him. When you reach the end of each level, DONKEY KONG falls on his head, and you appear to be a real hero. But sure enough, he has her back again when the next level starts on the next screen. The best that anyone can do is to try to play well, and that is what this book is going to help you do.

Because you cannot really save your girl friend, your main goal should be to play as long as possible and to go through as many rounds and score as many points as you can.

Obviously, in doing this, you must face many dangers. There are four unique rounds, each with its own set of dangers.

In the first type of round, called Barrels, there is only one main danger, the Barrels themselves. Although there are Fireballs in this round, they are rarely a problem to the Jump Man.

In the second type of round, called Rivets, the main danger is Fat Fireballs. These Fireballs, unlike the Fireballs in the other rounds, are much wider and harder to jump over. Therefore, they are the most serious danger in this round.

In the third type of round, known as Elevators, the two main dangers are Fireballs and Springs. Although there are only two Fireballs in the round, they are strategically located. There is literally an endless supply of Springs that appear by DONKEY KONG and bounce across the girder on which DONKEY KONG is standing. Once they reach the end of the girder, they bounce off and fall to the bottom of the screen.

In the fourth type of round, known as Conveyor Belts, the two main dangers are Fireballs and a new danger known as Sandpiles. The Sandpiles are easily the least frightening of all dangers, as their movements are generally predictable, and they are not hard to Hurdle-Jump across.

## **UNDERSTANDING THE GAME BOARDS**

Several features are displayed on the screen to help you monitor your play.

### **Score Display**

At the extreme top in the middle of the screen is the term "High Score" with six digits underneath it. This is a constant feature of the screen, and it shows the highest score obtained since the machine was last turned on. On either side of that High Score feature are the scores of the players who are playing the game in progress. The score on the left side is the Player 1 score, and the one on the right is for Player 2.

### **Bonus Clock**

Beneath the Player 2 score is the Bonus Clock. The Bonus Clock serves two purposes. It shows you how much time you have left to complete a round, and it gives you the amount of points left on the clock when you do complete the round. The clock ticks off 100 points approximately every two to three seconds. If the Jump Man does not complete the round by the time the clock reaches zero, the Jump Man will die.

### **Height**

The distance that the Jump Man must climb up the structure of that particular round is indicated on the Round Signifier, which is at the top right of the screen.

### **Levels of Play**

DONKEY KONG is organized into levels of difficulty. Each level is

comprised of rounds. The first level has two rounds in it: Barrels and Rivets. The second level has rounds of Barrels, Elevators, and Rivets. The third level is made up of Barrels, Conveyor Belts, Elevators, and then Rivets.

## Order of Rounds

The four rounds of DONKEY KONG are continuously repeated in definite patterns at different levels throughout the game. The four rounds are Barrels, Rivets, Elevators, and Conveyor Belts. The order in which they occur is as follows:

<b>Level*</b>	<b>Height † (Meters)</b>	<b>Type of Round and Order</b>	<b>Average Score at End of Round (Thousands)</b>
L=O1	25m	Barrels	3-6
	50m	Rivets	7-12
L=O2	25m	Barrels	14-18
	40m	Elevators	20-23
	75m	Rivets	27-30
L=O3	25m	Barrels	31-35
	50m	Conveyor Belts	44-48
	75m	Elevators	50-52
	100m	Rivets	55-60
L=O4	25m	Barrels	65-69
	50m	Conveyor Belts	71-75
	75m	Barrels	80-85
	100m	Elevators	87-92
	125m	Rivets	95-100
L=O5	25m	Barrels	102-105
	50m	Conveyor Belts	108-112
	75m	Barrels	115-120
	100m	Elevators	122-125
	125m	Barrels	130-133
	150m	Rivets	136-140

\*The level is depicted on the screen as indicated here; that is, L=O1, L=O2, L=O3 and so on.

†The Round Indicator which appears before each round, indicates the height of the structure in meters.

From level 5 on, the order of rounds is the same, having 150 meters total height for each level.

There is, however, one strange quirk in the program that I have yet to figure out. Whenever the Jump Man dies on any round of 150 meters and you still have a man left to play, the Round Signifier, which comes on before play resumes, shows the round to be only 125 meters. However, the round is really a 150-meter round. None of the accomplished players that I know have figured out why this is, but they feel that the difficulty level of the round reverts to level four, the 125-meter round of Rivets. Other than that, nothing in the round has changed.

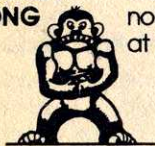
## Objects on the Game Boards

The table below was prepared in order to familiarize yourself with all the various objects that appear on the screen through all the rounds. Take a quick glance at it before you proceed to the more detailed pages that follow.

### Objects at a Glance

#### Cast of Characters

##### DONKEY KONG



The gorilla who has abducted your girl friend and now tosses Barrels and other nasty things down at you from near the top of the structure.

##### Girl



Your girl friend, whom the gorilla has run off with to the top of the building. She's a prisoner.

##### Jump Man



The hero. The elusive character that you control in an effort to get to the top of the girders to save your girl friend.

## Personal Belongings

### Purse



The girl dropped her Purse when the gorilla ran off with her. It's worth bonus points.

### Hat



She dropped the Hat too. It's worth bonus points, also.

### Umbrella



The girl also dropped the Umbrella in the tussle. Bonus points here, too.

## Aid

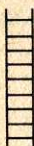
### Hammer



A handy gadget, at times, to pick up and help you thrash the enemy.

## Scenario Items

### Short and Long Ladders



They help the Jump Man get from girder to girder.

### Broken Ladders



These particular ladders aren't going to get you anywhere.



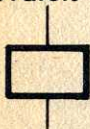
### Shifting Ladders



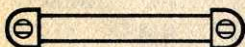
Sometimes they help, and sometimes they don't.

**Rivets**

They hold the girders together. But be careful; they disappear in your wake.

**Elevators**

Up and Down Elevators often speed your journey.

**Conveyor Belts**

Belts replace girders at times, speeding you up and slowing you down. Watch your step.

**Dangers****Barrels**

The gorilla rolls them and throws them at you. Step lively.

**Fireballs and Fat Fireballs**

Another problem when they're after you. You'd better watch it or you'll get a hot-foot.

**Oil Canister** A real troublesome spot. Watch your jump.



## **Springs**



More trouble from above, bouncing around with an eye to finishing you off.

## **Sandpiles and Long Sandpiles**



Some are trouble and others not much to worry about, but don't forget them.

## **Barrels**

The first round of each level is known as "Barrels." This is because Barrels are the Jump Man's main enemy. In the upper left corner of the screen, next to DONKEY KONG's feet, there is literally an endless supply of Barrels. DONKEY KONG can pick up these Barrels and throw them at the Jump Man or roll them down the girders.

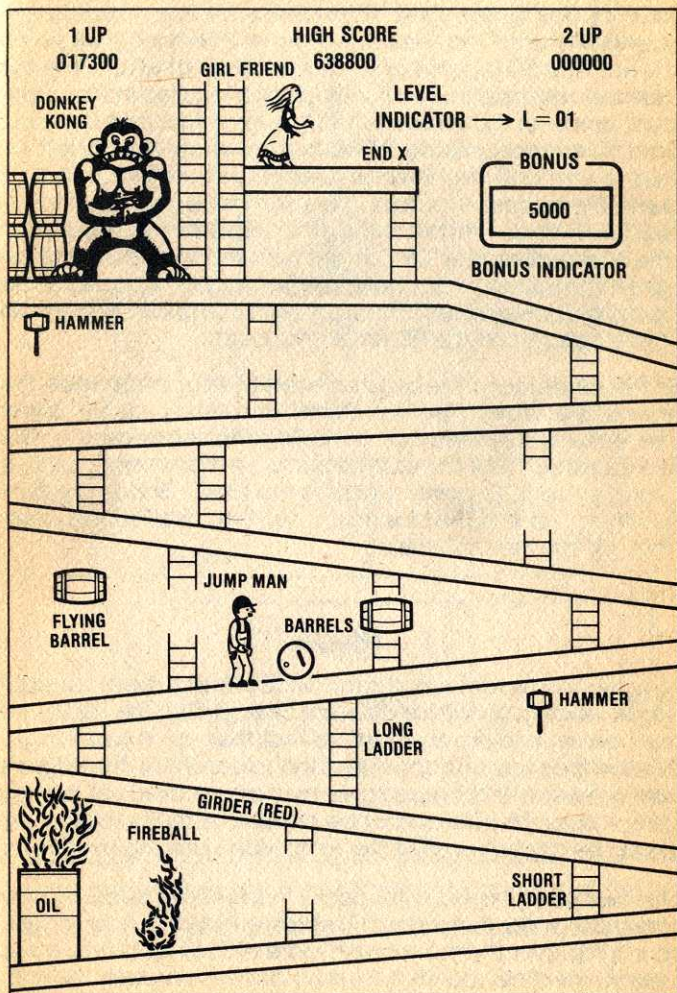
The girders are the long, wedged structures that the Jump Man runs on and the Barrels roll along. In between these girders are structures called ladders. The Jump Man can climb these ladders, up or down, but the Barrels can roll only down the ladders.

The ladders appear in many different forms throughout the whole game. Some are very short, and some are long. However, other than their size, there is no difference between the long and the short ladders.

Broken ladders are another type of ladder. These ladders, which are separated in the middle, serve little purpose to the Jump Man because they may only be climbed halfway and no farther.

The final type of ladder is the shifting ladder, which appears only in the upper left and upper right corners of the Conveyor Belts round. These ladders, which shift from full to broken and back, apparently at random, may not do any direct harm to the Jump Man if they shift while he is climbing the ladder. The only purpose of their shifting is to slow down the Jump Man and to allow the Fireballs to try trapping him.

# Diagram B BARRELS



In both the upper left corner and the lower right corner of the screen, there is a "Hammer." These Hammers can be acquired only by having the Jump Man jump when he is directly underneath them. Once he has a Hammer in his hand, it will stay in his hand for 500 points of the Bonus Clock, at which time the Hammer disappears. The Bonus Clock is located in the upper right corner of the screen. When the Jump Man has the Hammer, he **cannot jump nor climb**, but can move right or left. He has to wait until the Hammer disappears in order to climb or jump. The purpose of obtaining the Hammer is to smash the Barrels and Fireballs that are rolling at him. Fireballs are made when the Barrels roll into the "Oil Canister," located on one edge of the girder. The Hammer can also smash Sandpiles that appear in the round of Conveyor Belts. The Jump Man can continue to smash these objects until the Hammer disappears.

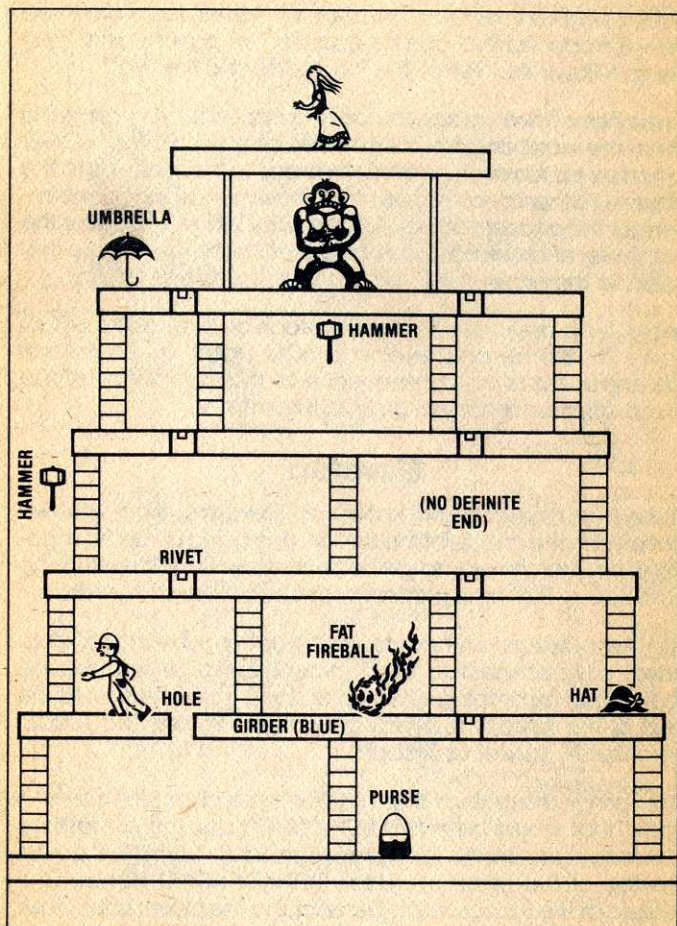
In the Barrels round, the girders are red. Most of the Barrels in this round are brown. The first Barrel and every eighth Barrel thereafter is blue. The color of the Barrel has no bearing on the game except that the blue Barrels, when hammered, can be worth up to 800 points, whereas the brown Barrels are only worth 300 points. The blue Barrels also become Fireballs when they roll into the Oil Canister.

## Rivets

The second type of round is known as "**Rivets**." There are eight Rivets holding up twelve different blue girders. The Rivets are light brown and are arranged so that they are in two straight vertical lines, four on each side of the screen. When these Rivets are walked over or jumped over, they are knocked out, leaving only a hole. This hole cannot be crossed by the Fireballs at all; it can be crossed only by the Jump Man's jumping over them.

The Fireballs in this round are called "Fat Fireballs" because they are much wider than normal Fireballs. Although the Jump Man can jump over them, it is much more difficult for him to do so than in the other rounds. It must be done at precisely the right time. When all eight of the Rivets have been cleared, the girders that they were supporting will fall to the ground. Since these girders were also supporting DONKEY KONG, he, too, will fall to

# Diagram C RIVETS



the ground, apparently getting killed. Unfortunately, that is not the case; he always seems to survive.

In this round, as in all rounds except the Barrels, there are three items introduced that can be acquired for bonus points. They are as follows: the "Purse," the "Umbrella," and the "Hat."

These items have apparently been dropped by your girl friend when she was being taken up the building by DONKEY KONG. They may be run over to obtain their points. It is strictly up to the player whether or not he goes after these bonus points. One important thing to remember is that it is fruitless to jump over the Hat, Purse, or Umbrella, as jumping over them will not give any points to the player. It will only serve as a waste of time.

These items are worth 300 points each on the first level; 500 points on the second level; and 800 points on each level thereafter. It is of no consequence to the completion of the round whether or not you pick up these items.

## Elevators

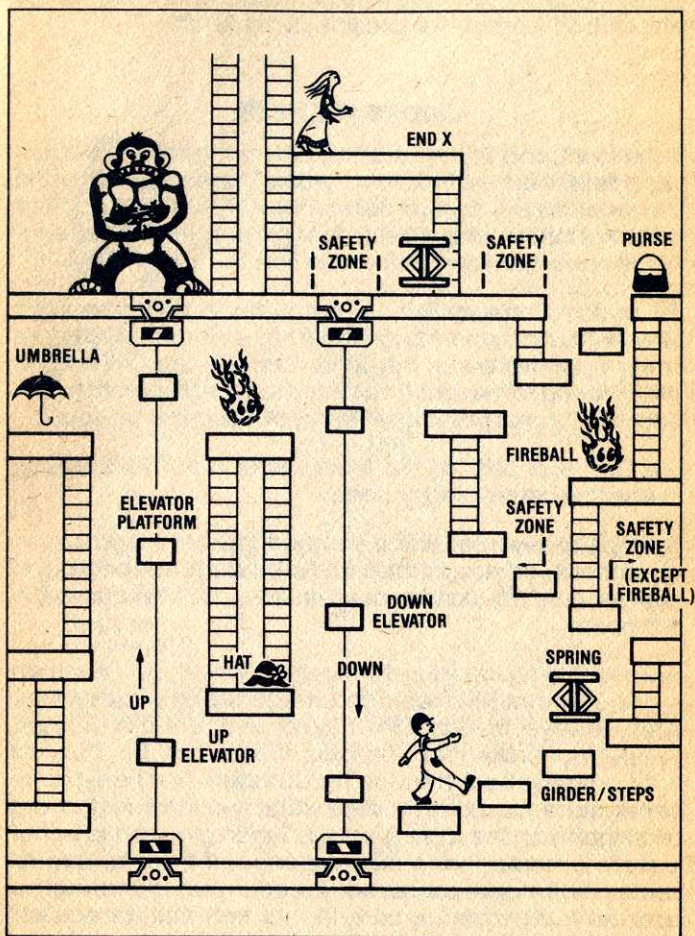
In the third type of round, known as "**Elevators**," there are two Elevators in the middle of the screen, one going up and one going down. The only way to get a ride on these Elevators is to jump onto one of the three platforms that each Elevator contains.

The Down Elevator will take you to the bottom of what is a "staircase" of unconnected small girders. These girders can be scaled only by jumping either up or down from one step to the next, at the same time avoiding "Springs" that are falling down from the sky as well as Fireballs.

The Springs are objects that appear to be about the size of a spring that would be in DONKEY KONG's box-spring mattress. True to their nature, the Springs are constantly "springing" across the top of the girder on which DONKEY KONG stands. One feature of the Springs that is beneficial to the player is that their movement is very predictable, which becomes an important asset in later rounds.

When the Jump Man reaches the top of the "staircase," he is on a straight girder. The Jump Man should then run from his starting

## Diagram D ELEVATORS



position on the girder, up a ladder to where his girl friend is. However, there are Springs constantly bouncing across the girder. The Jump Man must time the bouncing of these Springs and run between them in order to avoid death.

## Conveyor Belts

In the fourth and final type of round, which is known as "**Conveyor Belts**," there are five brown girders. The second, fourth, and fifth girders have Conveyor Belts on them. These Conveyor Belts are constantly moving either to the right or to the left, depending on how much time is left on the Bonus Clock.

The bottom Conveyor Belt, which is on the second girder, starts off every round by moving to the left; however, after 500 bonus points have expired on the Bonus Clock, it turns around and starts moving to the right. It continues to change direction after each 500 bonus points have expired throughout the round.

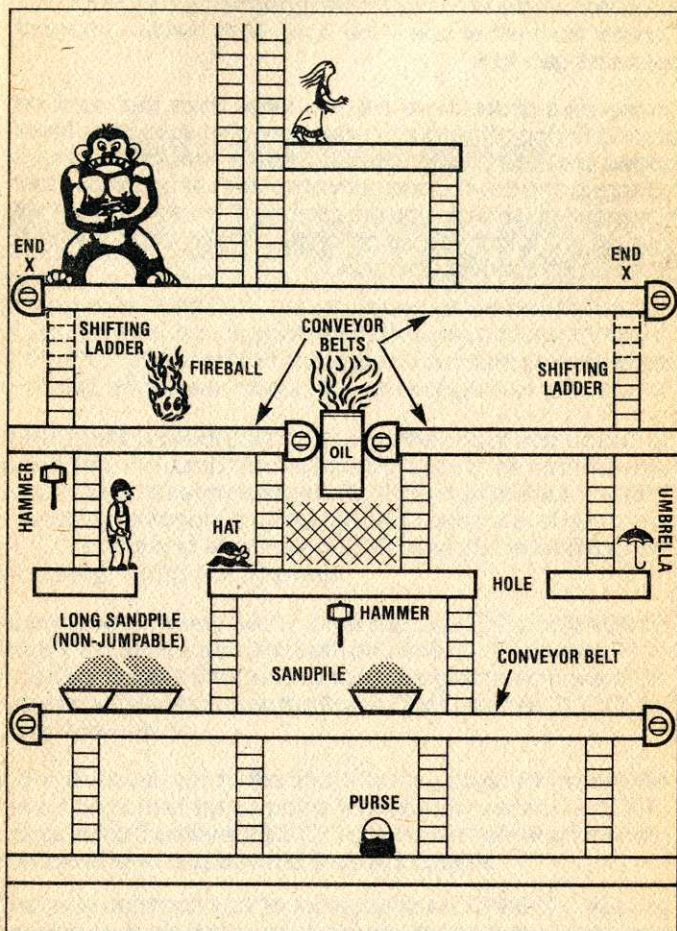
The Conveyor Belts on the fourth girder are always moving toward the center of the screen.

The top Conveyor Belt, which is on the fifth girder, is always moving randomly, either right or left. Its movement has no bearing on play because the round ends when the Jump Man attains the fifth girder.

Every so often, a Sandpile will move from the edge of the screen on the Conveyor Belt. These Sandpiles can be jumped over fairly easily. However, the Sandpiles may not be touched at all by the Jump Man. Unlike most dangers, which may be touched without hurting the Jump Man, the Sandpiles must be left completely alone. Occasionally, there will be two Sandpiles that are overlapping on the Conveyor Belts, which gives the effect of a single Sandpile that is one and one-half times as long as normal. This Sandpile cannot be jumped over at all and must be avoided or destroyed by using the Hammer that appears just above the middle of the first Conveyor Belt.

In the middle of the fourth girder, there are two crankshafts that turn the Conveyor Belts. Between them is a burning Oil Canister. Although the crankshafts act as merely an extension of the

# Diagram E CONVEYOR BELTS



Conveyor Belts and are not harmful to the Jump Man, the Oil Canister is. If the Oil Canister is stepped into or jumped into, the Jump Man will die. However, it is also possible to jump over the Oil Canister from either side if the Jump Man Hurdle-Jumps just before he gets to it.

On the third girder, there are two large holes that must be jumped. On top of the fourth girder, there are two ladders. These ladders are fixed in the middle so that the top of the ladder is moving up and down, apparently at random. Although a ladder may move down while you are climbing it, the sole effect it will have on you is that you will no longer be allowed to continue climbing until it moves up again.

## HOW TO SCORE POINTS

When it comes to a point-scoring-time ratio, DONKEY KONG is about average among all the video games; it takes approximately one hour to score 500,000 points. One feature of scoring on a DONKEY KONG machine that is a novelty among video games is that all points scored are in units of 100, that is, 100, 300, 500, and 800. These points are awarded per each successful maneuver, depending on its degree of difficulty.

The largest bundle of points comes at the end of each round, at which time the Jump Man receives the points awarded on the Bonus Clock, as seen in Diagram E. At the start of each round of level one, the Bonus Clock allots 5,000 points. Level two offers 6,000 points and level three 7,000 points. From level four on, inclusively, it allots 8,000 points.

Approximately every two to three seconds, 100 points ticks off the Bonus Clock, which acts both as a timer for the round and an incentive to clear the round as soon as possible. However, if the round is not cleared when the Bonus Clock reaches 0000, the Jump Man will die.

In the first level, due to the time it takes to finish the round, the lowest number of bonus points that one can receive is 4,000 points. In the third level, it is 6,100 points, and from each round in the fourth level and beyond, it is 6,800 points.

The most common way to score points in DONKEY KONG is by jumping over anything that is dangerous, such as a Barrel or a Fireball. However, it is also possible to score points for jumping *near* anything dangerous, such as jumping beside a Barrel or group of Barrels, beside a Fireball, or right beside a Spring on the Elevators. It is also possible to score points by jumping next to

DONKEY KONG's feet (in the Rivets round), as seen in the advanced Rivets strategy section.

In a Barrels round, jumping over any single Barrel is worth 100 points. Jumping over two Barrels simultaneously is worth 300, and jumping over three or more Barrels simultaneously is worth 800 points.

Hammering any brown Barrel is always worth 300 points. Hammering a blue Barrel may be worth 300, 500, or 800 points, which is apparently random.

In level 1 of the Rivets round, your girl friend's belongings first appear. Each of these, the Purse, the Hat, and the Umbrella, is worth 300 points each on level 1. On level 2, they are worth 500 points each. On level 3 and above, they are worth 800 points each. These items are strictly used for bonus points, and whether or not you get them, has no effect on the round.

In the Rivets and the Elevators rounds, jumping over a Fireball is always worth 100 points, whether you jump over one or more. However, in the Conveyor Belts rounds, jumping over a Fireball or group of Fireballs may be worth 100, 300, 500, or 800 points. Jumping over a Sandpile on the Conveyor Belts is worth 100 points, while hammering a Fireball in any round may also be worth 300, 500, or 800 points.

The highest number of points possible occurs when a round is completed and a substantial number of points remain on the Bonus Clock. At this time, you get that amount of points left on the Bonus Clock. On level 1, the Bonus Clock starts at 5,000 points and ticks off 100 points at a time at intervals of approximately three seconds each.

On levels 2 and 3, each Bonus Clock starts at 6,000 and 7,000 points, respectively, and from level 4 on, each bonus clock starts at 8,000 points. No matter what round you are on, from level 4 onward, the most possible bonus points to be scored in each of the rounds is 6,800 points. The fastest possible time that can be obtained would only tick off 1,200 points from the 8,000 point original time.

## DANGERS

There are 12 possible ways to die in DONKEY KONG. They correlate very much with the way a real human would die if he were to perform the stunts that the Jump Man performs in DONKEY KONG.

The most obvious way to die is by being hit by any of the dangerous elements on the screen. These and other ways are as follows, in order of appearance:

### How to Get Killed

1. Jumping or stepping into an Oil Canister
2. Running, jumping, or landing on top of a Barrel
3. Running into or landing on top of a Fireball
4. Running into or jumping on top of DONKEY KONG
5. Jumping onto the side of an Elevator
6. Jumping straight up while riding the Down Elevator
7. Jumping onto the side of a stair step
8. Running into or jumping onto a Spring
9. Running into, jumping on top of, or merely touching a Sandpile
10. Running or sliding into the burning Oil Barrel
11. Falling from one girder to the next
12. Jumping down more than Jump Man's height

**1. Jumping into an Oil Canister.** If the Jump Man tries to jump into the Oil Canister, except when it is exactly the length of one jump away, then the Jump Man will die. However, if he is only one jump

away, he will land squarely in the middle of the Oil Canister and will not be harmed. The Jump Man can, however, run through the Oil Canister without feeling any ill effects.

**2. Running, jumping, or landing on top of a Barrel.** Jump Man can touch the Barrels slightly, and they can pass partially through the Jump Man, but they may not be hit with full force. If this happens, the Jump Man will die.

**3. Running into or landing on top of a Fireball.** The same holds true of the Fireball.

**4. Running into or jumping on top of DONKEY KONG.** On DONKEY KONG's left side, the Jump Man may touch DONKEY KONG just barely. However, on DONKEY KONG's right side, if the Jump Man gets too close without even touching DONKEY KONG, the Jump Man will die.

**5. Jumping onto the side of an Elevator.** If the Jump Man is trying to jump onto the Elevator but instead jumps too late and his face hits the side of the Elevator, then the Jump Man will die.

**6. Jumping straight up while riding the Down Elevator.** While the Jump Man is riding the Down Elevator, if he jumps straight in the air, the Elevator will keep moving down. After the Jump Man reaches the peak of his jump and starts to fall back down, the Elevator will have moved so much that he will fall three of his own lengths and thereby break his ankles and kill himself.

**7. Jumping onto the side of a stair step.** If the Jump Man is trying to go from one stair step to the next but is too close to that stair step and Hurdle-Jumps toward it, his face will hit the stair step, and he will kill himself. This is similar to his jumping onto the side of an Elevator.

**8. Running into or jumping onto a Spring.** Although the Springs can go partially through the Jump Man's head and chest, if the Springs touch the Jump Man's feet at all, he will be killed.

**9. Running into, jumping on top of, or merely touching a Sandpile.** If the Jump Man touches a Sandpile in any manner, death is certain. The Jump Man cannot pass through this object at all.

**10. Running or sliding into the burning Oil Barrel.** If the Jump

Man runs or slides into the burning Oil Barrel in the middle of the Conveyor Belts, then he will be burned alive; therefore, it must be avoided at all costs.

The last two ways of getting killed are perhaps a little less obvious.

**11. Falling from one girder to the next.** Anytime the Jump Man falls from girder to girder, he will break his ankles and die, with one possible exception to this rule. (See Strategies—Rivets, Advanced.)

**12. Jumping down more than Jump Man's height.** If the Jump Man jumps down farther than his own height, he will break his ankles and die. The only exception to this is if he jumps off the very edge of a girder and hits the boundaries of the invisible wall on the side of the screen; then he will bounce back safely to his position before the jump.

## STRATEGIES

In this section of the book, we will discuss the various strategies that can be used for all four types of rounds on DONKEY KONG. Some of these rounds get progressively harder, and new strategies must be used on each successive round. However, some stay basically the same, and nothing new need be learned.

In order to provide guidance to all readers of this book, I have subdivided each of the maneuvers into three different categories, one for each type of player: beginner, intermediate, and advanced.

Each of the first three rounds of **Barrels** requires a different strategy, with all subsequent rounds of **Barrels** using the same strategy as the third round.

The first round of **Barrels** is the easiest, the second is harder, and the third is the hardest. However, after the third round of **Barrels**, each successive round of **Barrels** stays at more or less the same level of difficulty.

The **Rivets** rounds always stay more or less the same except for the fact that the Fat Fireballs get faster and faster. However, after the fifth level, the Fat Fireballs are as fast as they can be, and that round gets no harder from there on.

The **Elevators** rounds also have three levels of difficulty. The first round of **Elevators** is the easiest, the second is harder, and the third is the hardest. Each **Elevators**, after the third round of **Elevators**, is the same. However, most players consider this third round of **Elevators** to be the hardest round of the game.

The **Conveyors** stay more or less the same during the entire

game except for the fact that in the first round of Conveyor Belts, there are only three Fireballs; there are four in the second and five from there on.

## Basic Techniques

There are a few basic techniques that you must learn before going into the strategies.

The first of these is how to obtain the Hammer. Anytime the Jump Man jumps and he is underneath the Hammer, he will pick it up in midflight. He will be able to use it for 500 ticks of the Bonus Clock, and then it will disappear. Although the Jump Man does not have to swing the Hammer, even if it does so itself, you must remember to stop the Jump Man before he comes to a Barrel. Otherwise, it is possible that the Barrel will roll into the Jump Man while the Hammer is in the upswing and thereby kill the Jump Man.

Another important trick is to learn to listen to the speaker to hear the Jump Man's steps. It frequently becomes necessary to know the exact number of steps you must take before jumping. When the Jump Man is running, the speaker makes a noise something like a heartbeat. Every two beats is equal to one full step of the Jump Man.

No matter what level you are on, the Jump Man can always climb a ladder faster than a Fireball and will therefore beat it up the ladder. However, at the same time, a Fireball can always descend a ladder faster than the Jump Man and will beat him down to the bottom.

To fool the Fireballs, all that needs to be done is anything illogical. Because DONKEY KONG is a computer, doing anything illogical will confuse it and thereby fake out the Fireballs.

Moreover, a Fireball, when coming off of the ladder, will either go left or stop motion entirely. Oftentimes, this will give you a split second to escape a Fireball coming down a ladder.

When the Jump Man is jumping, his knees may partially go through the girder; his head can entirely go through a girder if he jumps straight up while underneath it.

When the Jump Man is riding a Conveyor Belt, he need not run to gain motion because the Conveyor Belts move for him. However, if the Jump Man runs in the same direction as the Conveyor Belts, he will run almost twice as fast. But, if he runs against the direction of the Conveyor Belts, he will hardly have any forward motion at all.

One quirk in the machine is that if the Jump Man dies when on a round of 150 meters and has at least one more round left to play, then, when the round returns, it will go back to the 125-meter Rivets difficulty, thereby making it easier for the Jump Man to make it through the round.

Although most DONKEY KONG machines out on the market today have advanced chips, there are machines with old chips in them still around. The only difference between the old chip and the new chip is that on the former it is possible, when on the Barrel rounds, to position the Jump Man on the ladder so that his head is somewhere in the middle of the red girder. By doing this, the Barrels cannot fall on his head and will roll by. However, in the advanced chip, the Jump Man has no guarantee that the Barrels will roll on by; in fact, they will probably roll on top of him, thereby killing him. Unfortunately, there is no way to simply look at the game and be able to tell if it is the old chip or the new chip. The only way to find out is to ask someone who knows, or to try waiting on the ladder for about thirty seconds with your head on the red girder. If a Barrel does not fall on your head, chances are very good that it is an old chip. However, if it is an advanced chip, you will probably find out very quickly.

## STRATEGIES—BARRELS (FIRST LEVEL)

### Beginner

The very first thing that all players should learn is "Come out running to the right before the round actually begins." What this means is to push the Joystick to the right before the round starts. In that way, when the round does begin, the Jump Man will already be running. The purpose of this is to start the game off faster, thereby allowing you to get through the round sooner. The faster you can complete a round, the easier it will be for you.

Once the round starts and you are running, run all the way to the short ladder in the lower right corner of the screen. You must go by the broken ladder, since broken ladders can not be climbed. Once the Jump Man is directly in front of the short ladder, push the Joystick up in order to climb the ladder. Once the Jump Man is up this ladder, he must prepare himself for the Barrels that are sure to come. A beginner should wait for a Barrel to come near and jump straight up, allowing the Barrel to pass underneath.

Now press the Joystick to the left and run to the first ladder you meet. If you approach any Barrels before you get there, you obviously must jump over them by using the Jump Button. Be sure you do **not** jump up to get the first Hammer, it will almost never help you. Climb the first ladder you come to on the second girder. If there is a Barrel coming toward this ladder from above on the third girder, then you must run past the ladder and wait on its left side (which is the "uphill side") until the Barrel either rolls by or drops down this ladder.

The Barrels always roll downhill on the girders, never uphill. On the original program, which contains the old chip of DONKEY KONG, you could have climbed the ladder and waited with your head just touching the red girder. However, since most of

the DONKEY KONG machines have been changed, the Barrels will now fall on your head if you attempt this maneuver.

Once there are no Barrels coming toward you, it is safe to go up the ladder. After you are up that second ladder, you must go right to attempt to climb the third ladder using almost the same methods you used going up the second, except this time since it is the uphill side, you will wait on the right side of that ladder.

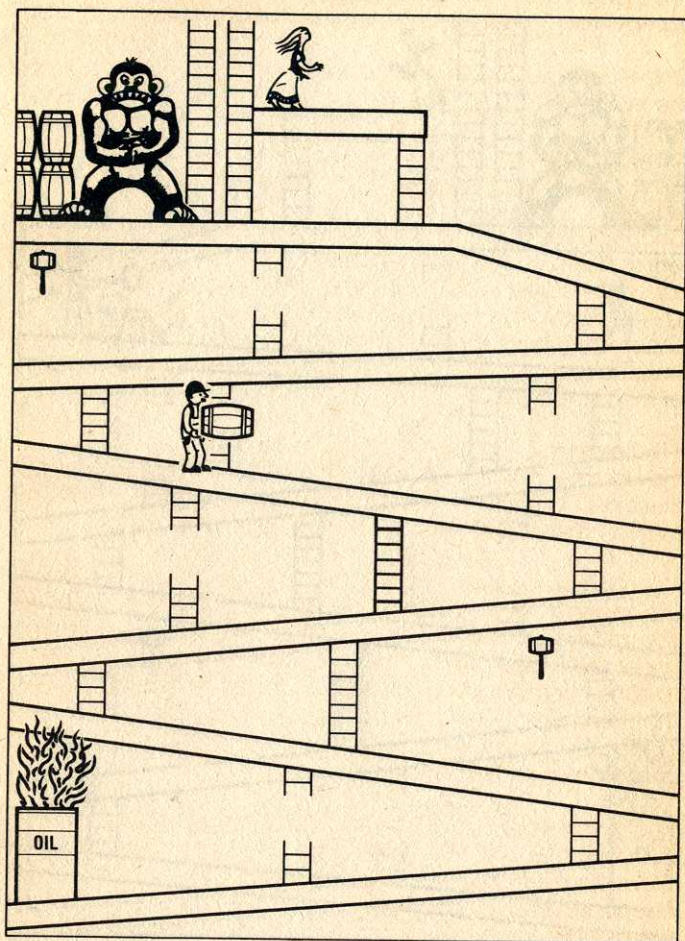
Once you have gotten to the top of this third ladder, run to the left so that you are waiting between the long and the short unbroken ladders, as seen in Diagram F. As soon as possible, go up the short ladder and run to the left so that you are waiting underneath the Hammer. When a Barrel comes close to you, jump up so that you will obtain the Hammer and jump the Barrel at the same time.

If there are not 700 points left on the Bonus Clock, do not take the Hammer, since you will probably run out of time and die. If there are 500 points or less on the Bonus Clock and you take the Hammer, it is an inescapable fact that you will die.

Now turn around and start running toward the short ladder at the upper right end of the girder. Just before you reach a Barrel, you must stop moving in order that the Barrels will not roll underneath the Hammer and crush you. Also, when you come to either the broken ladder or the short ladder, you must swing the Hammer so that the mallet is pounding at the foot of the ladder. You must do this until a Barrel either rolls by overhead or falls down on to the Hammer.

Finally, you want to position yourself with the Hammer as seen in Diagram G. After 500 points have expired from the Bonus Clock from the time you pick up the Hammer, the Hammer will disappear. After it disappears, you must wait in the same position as when you had the Hammer and wait for a gap to appear between the Barrels so that it is safe to go up the ladder to the next girder.

Obviously, you will have to jump a few Barrels while you are waiting to go up the ladder. The best way to do this is to jump as soon as the Barrels appear the way they do in Diagram H. Once

**Diagram F**

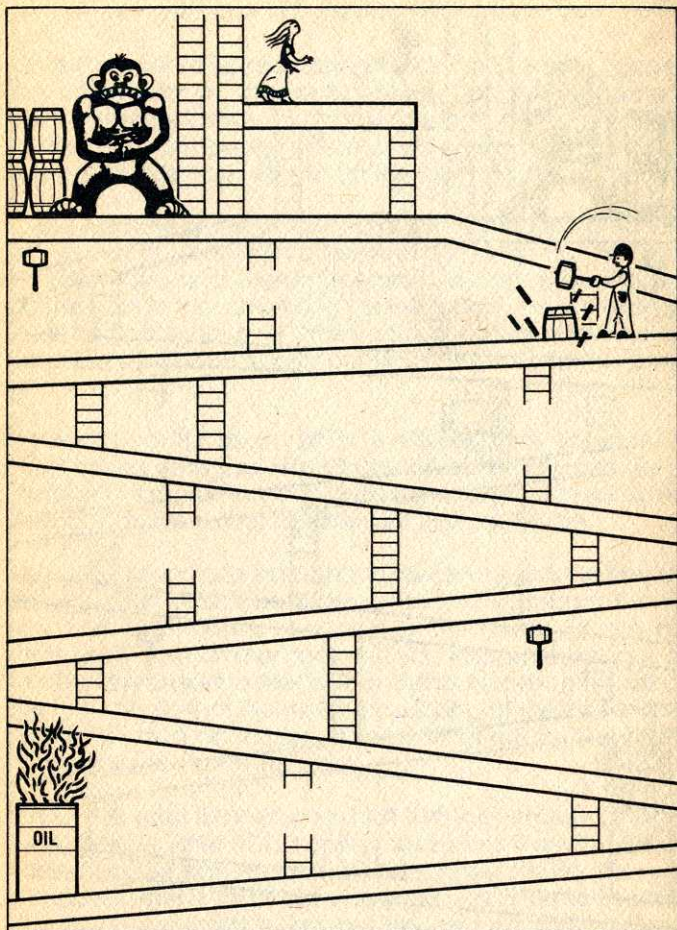
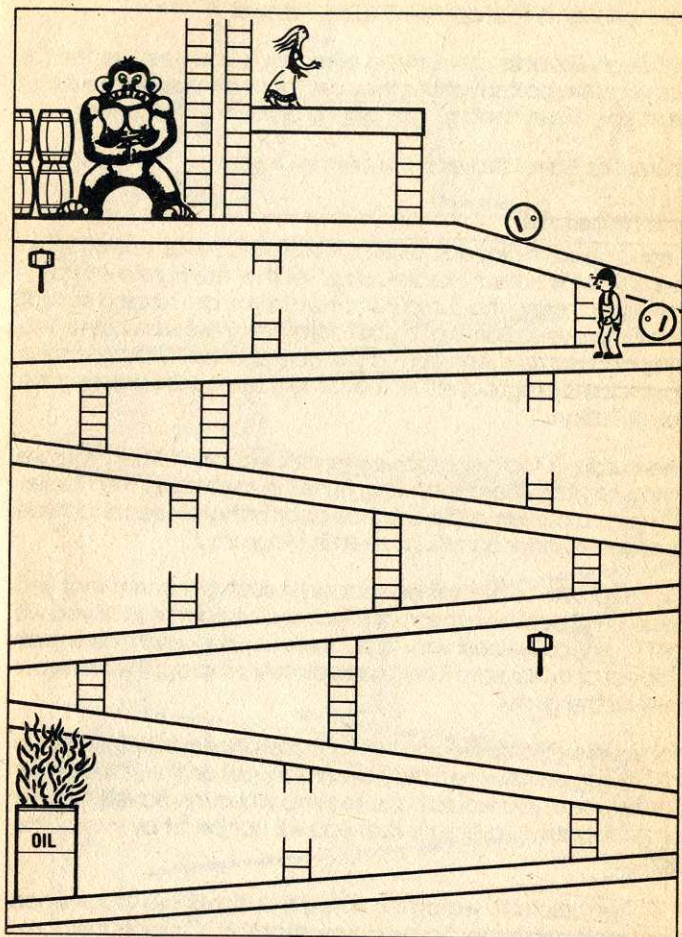
**Diagram G**

Diagram H



you are on the top girder, run to the left and go up the ladder to your girl friend, thus completing round one.

Although Fireballs are formed when blue Barrels strike the Oil Barrel on the bottom girder, they are rarely a threat to the Jump Man, since they tend to stay on the bottom of the screen.

The entire Barrel strategy is shown in Diagram I.

## **Intermediate**

Once you have played DONKEY KONG for a while, you will learn to do what is called "Hurdle-Jump." All that the Hurdle-Jump involves is pressing the Jump Button while you are running so that you jump over a Barrel and gain distance at the same time. You may also Hurdle-Jump from a standstill position if you press the Joystick either right or left at the same time you are pressing the Jump Button.

The Hurdle-Jump becomes extremely valuable when you are trying to jump more than one Barrel. In fact, using the Hurdle-Jump, one can jump the distance approximately equal to three and one-quarter Barrels, as seen in Diagram J.

Occasionally, Barrels will be spaced in such a manner that you must jump between them at precisely the right time or you will get crushed. The best way to do this is to jump when the Barrels appear as in Diagram K and immediately jump again when your feet hit the girder.

You must also prepare yourself for Barrels that are likely to line up in that same way when they eventually get on the same girder. For instance, you would have to jump when the Barrels appear as in Diagram L to ensure that you will not be hit by one of the Barrels.

It is often helpful to watch the time left on the Bonus Clock when you get the Hammer. You will know that in 500 points the Hammer will disappear. Therefore, you will be prepared for it. If there are not 500 points left on the Bonus Clock when you get the Hammer during a Barrel round, you are going to die without being able to complete the round.

Remember, when you have the Hammer, you cannot jump

Diagram I

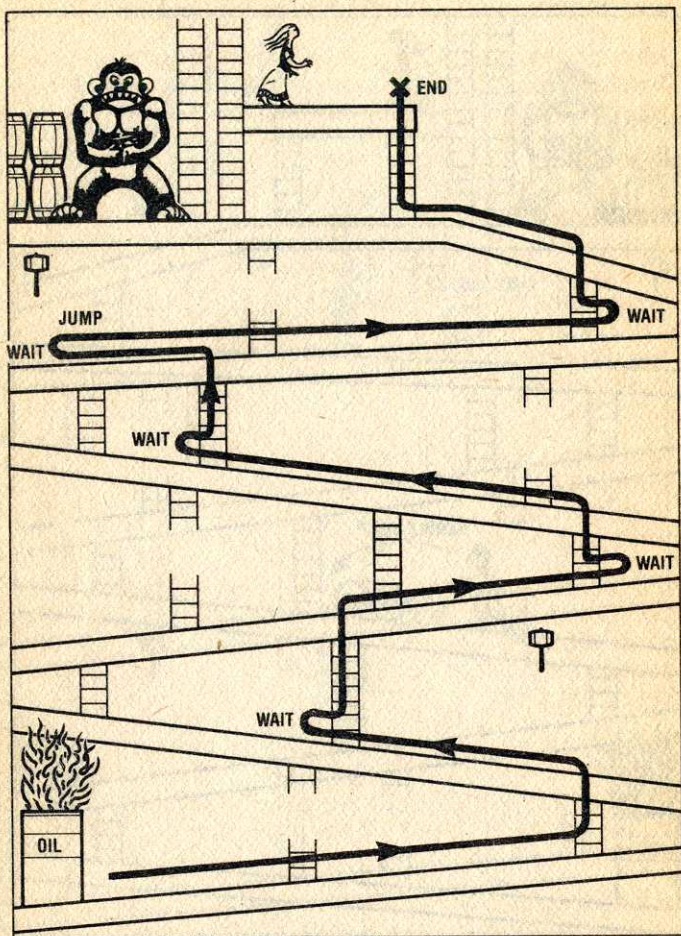
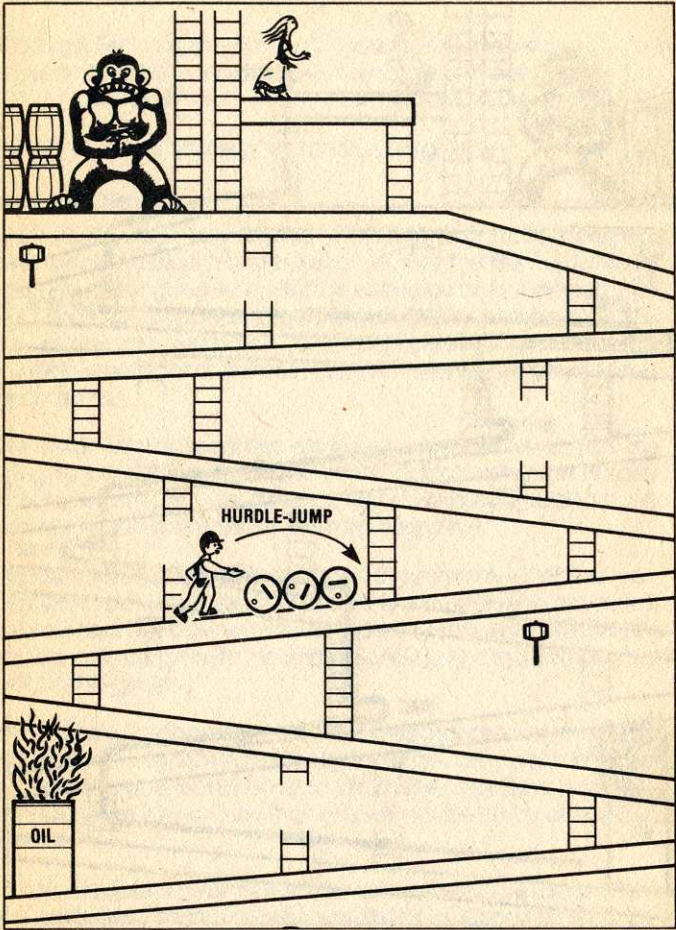
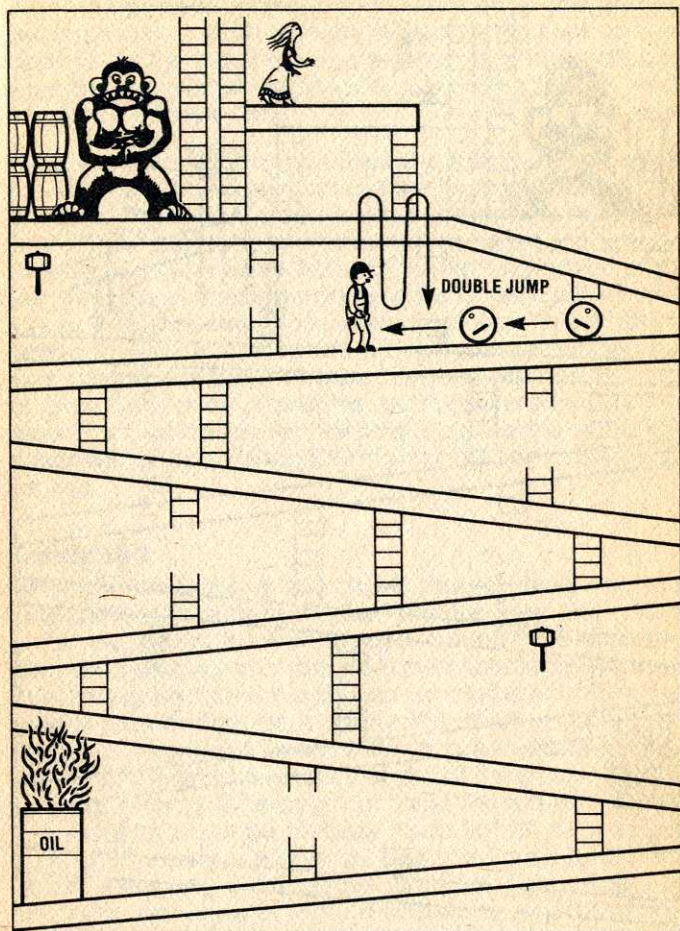
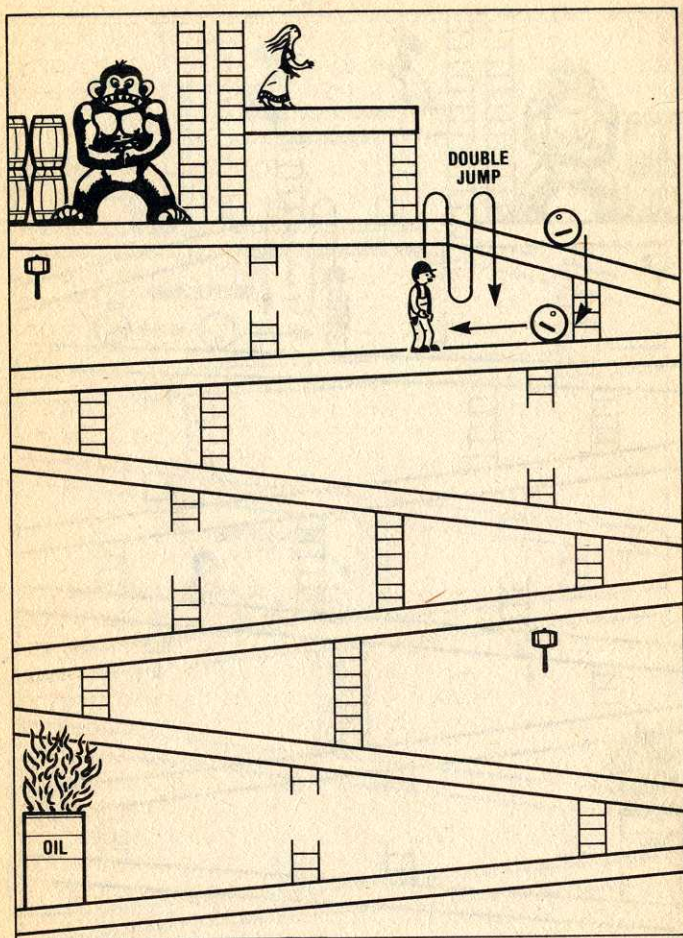


Diagram J



**Diagram K**

## Diagram L



or climb. Many people die just because they think that the Hammer is going to last for just a little while longer and are not prepared to jump. After you have played a few games, you will begin to get the feel of the machine and know automatically when the Hammer will disappear; thus, you will no longer need to watch the Bonus Clock.

The game's directions say that you cannot jump onto a ladder; this statement, however, is partially false. If you jump to a ladder from a point that would make your feet hit the ground directly in front of the ladder and press the Joystick up before you actually hit the ground, your feet will land on the first rung instead of on the girder. This will enable you to climb the ladder a split second sooner. This is especially useful when you are on the sixth girder waiting to climb your girl friend's ladder. If you wait exactly one jump's distance before the ladder, then jump over a Barrel using a Hurdle-Jump, and then push the Joystick up before you hit the ground, you will land on that first rung and go up the ladder immediately. This could mean 100 more bonus points in that split second.

## **Advanced**

When you are between two closely spaced Barrels and you jump a little bit too late on the first Barrel, the Jump Man will be extremely close to the second Barrel, making it seemingly impossible to jump again before the Barrel crushes you. However, if you recognize that you've jumped too late before you hit the ground, you can push the Joystick in the direction opposite of your jump. This will be in the same direction as the Barrel is rolling. Now jump the exact moment that you hit the ground. You will jump backward just clearing that Barrel. This is a very difficult maneuver and must be precisely timed. In fact, for practice, I often try to complete an entire round of Barrels by making almost every jump in this manner. Once you get proficient at jumping in this way, you will be prepared for almost anything that the DONKEY KONG gives you.

## **STRATEGIES—BARRELS (SECOND LEVEL)**

### **Beginner**

The only feature of the second round of Barrels that is different from the first is that DONKEY KONG throws the first Barrel at a slight angle toward the bottom center of the screen. However, this Barrel can be outrun if, as stated before, you start running before the round actually begins. Although it will appear to some that the first Barrel is going to hit you, have no fear, for it cannot.

The rest of the round will be played pretty much the same as the first round.

### **Intermediate**

In order to improve both your score and your timing for the second round, it is possible to jump beside the blue Barrel and get 100 points even though you do not jump over it. To do this, once again, come out running before the round starts. As soon as you see the Jump Man on the screen, jump once but continue to run. Then, as soon as you see the blue Barrel hit the girder directly above you, jump again. The Jump Man will then jump just beside the blue Barrel and will receive 100 points for doing so. Not only will this help your score, it will also help you by putting you back on almost the same timing as the first round of Barrels.

### **Advanced**

Although it will have no bearing on the round, it is good for practice and sometimes fun to jump over the blue Barrel in a rather unique manner.

To do this, come out running and take two and a half steps, don't watch the steps, but instead listen for them on the speaker. As soon as you have heard the two and one half steps, jump four times in succession. The fourth jump will go right over the blue Barrel, although it appears to be very close.

As I said, this will not help you at all in the round, but it will be great practice.

## STRATEGIES—BARRELS (THIRD LEVEL)

### Beginner

The only feature of the third round of Barrels and all succeeding rounds different from the first two rounds is that now DONKEY KONG throws the first Barrel to the far right corner of the screen. It will be so far in front that you must jump over it in order to get by it.

The best way for the beginner to start on this round is simply not to come out running. After you see the Jump Man standing for a second, then start running. As soon as you see the blue Barrel directly in front of you, jump over it and the rest of the round will be played pretty much the same as the first two rounds. All succeeding rounds of Barrels will be played the same as this round.

### Intermediate

Since waiting for that first blue Barrel can mess up your timing, it is important that you learn to come out running and still jump over it.

The best way for an intermediate player to do this is to jump twice in succession as soon as you see the Jump Man. Now watch the blue Barrel; as soon as it is in front of you, jump over it. The rest of the round will be played the same as other rounds. All succeeding rounds of Barrels will be played the same as this round.

### Advanced

To get the best timing down for the third and successive rounds of Barrels, it is possible to jump once or not at all before you jump the blue Barrel. Although I usually jump once on the third and successive rounds, I know many good players who do not jump at all before they jump over the blue Barrel.

This is strictly a matter of personal preference and involves about the same timing, anyway. All succeeding rounds of Barrels should be played the same as the third round.

## STRATEGIES—RIVETS

The Rivets is an interesting round in that no matter what level you are on, there are always the same number of the Fat Fireballs in the round. The only way that Rivets gets progressively harder is that the Fireballs get faster in each successive round until level 5, when they are as fast as they will be.

There are many strategies that can be used on the Rivets. Most people, when starting this round, will instinctively want to go over and pick up the Purse for the bonus points. This strategy works well for the first couple of rounds but then becomes impractical in later rounds.

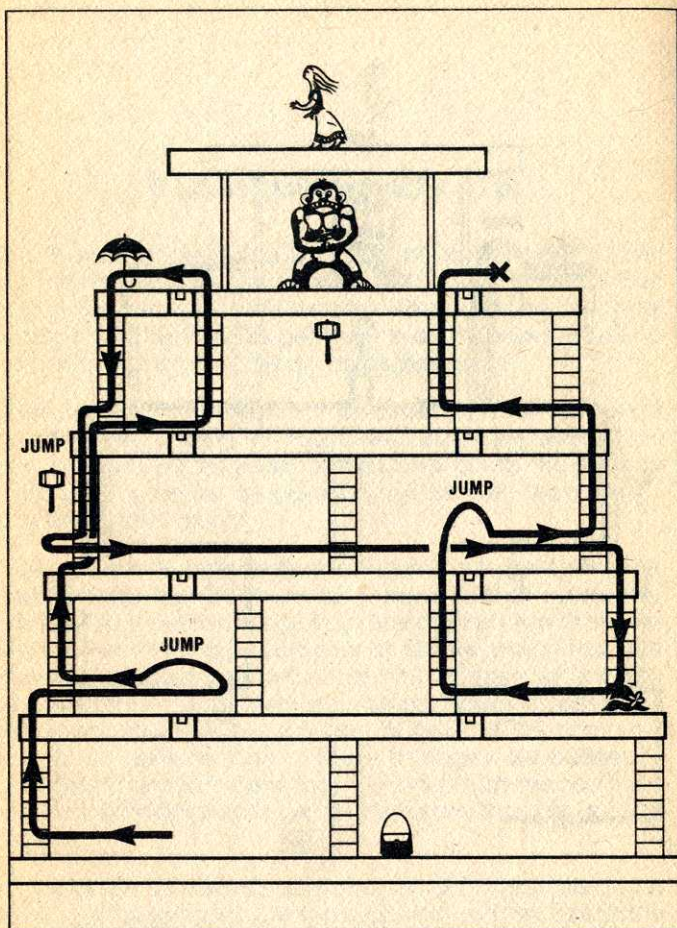
There are only two strategies that I consider to be worthwhile, and they are the only two that I use, unless, of course, the Fireballs force me to change from one of those two strategies to the other or to no pattern play at all. The reason that I like these two strategies so well is that both of them will normally work no matter what level you are on. However, these two strategies are fallible because the DONKEY KONG computer has no set patterns. Both of these strategies are outlined in Diagrams M and N. The one that I consider to be the best is the one outlined in Diagram N, and that is the one that I use as often as I can.

In Diagram M, the strategy is to clear off all of the Rivets on the left side of the screen as quickly as possible and then obtain the Hammer that is found in the upper middle part of the screen. Kill as many Fireballs as possible and then try to clear off the rest of the Rivets.

In Diagram N, the strategy is similar. However, the second Rivet from the bottom of the screen on the left side is not cleared right



## Diagram N



away; instead, it is saved so that the Jump Man can obtain the first Hammer, which is on the left side of the screen, and walk over that Rivet, thereby clearing it, allowing him to get to the right side with the safety and protection of the Hammer and then clear off that side of the screen.

## Beginner

Even though I have shown you the two basic strategies, there are still a few secrets that you must learn.

One basic secret of the Rivets is that at the start of the round, Fat Fireballs will appear out of the sides of the screen on one of the bottom four girders. However, they will always appear on the side of the screen opposite the side where you are. In other words, if you are on the left side, they will appear on the right, and vice versa. However, if you are on one of the two middle ladders, then they usually will appear on the side most advantageous to them.

This is why the two strategies that I have outlined work so well. In those strategies, you immediately clear off one whole side of Rivets and then try to get to a Hammer to smash the Fat Fireballs, remembering that it is very important to go to the right side of the screen. In that way, after a Fireball has been smashed, it will reappear on the left side, usually getting trapped because it cannot cross the holes. That is also why the strategy of getting the Purse right away will not work in later rounds.

In the early rounds, the Fireballs will not appear for a while, which gives you time to get to that side of the screen and obtain the Purse. However, in later rounds, the Fireballs appear immediately, and you will end up having to evade a Fireball just to get to the top of that side, which is obviously something that you would rather avoid.

One interesting fact to remember is that regardless of the level or the time remaining in the round, the Jump Man can **always** climb a ladder faster than a Fireball; the Fireballs, however, can descend faster than the Jump Man.

Moreover, in the first two rounds, the Jump Man can run at least

as fast as the Fireballs for almost the whole round. However, from level 3 on, the Fireballs start off and continue to move faster than the Jump Man.

Another basic secret (and this is true of most video games), is that since the machine is controlled by a computer, it tries to "think" logically. Therefore, it becomes easier and easier, with practice, to fake out the Fireballs simply by doing things that seem illogical to them.

If you have only a couple of Rivets left, the Fireballs will guard those two Rivets fairly closely. The best way to fool them is to run all the way to the opposite side of the screen and head down so that they descend, also. When they see that you are not trying to get to the Rivets, they will usually descend after you, and that will usually give you enough time to get back up to the Rivets in the upper area and to clear them before the Fireballs are near you again.

## **Intermediate**

Once you have learned the basic strategies, you can progress to the intermediate stage. Occasionally, the Fireballs will attempt to trap you from all sides, and you will be forced to jump over a Fireball.

Fat Fireballs are the widest and the slowest objects in the entire game. Therefore, they are also the hardest to jump over. The timing must be extremely accurate. You must jump close enough to them so that your back leg will not hit their backside when you are coming down off the jump but far enough away so that your knee will not hit them when you are jumping toward them.

However, the longer a round lasts, the faster the Fat Fireballs get. They also increase in speed as the levels increase; therefore, they become easier to jump over in that you can be a little farther away from them when you do jump over them. Except at those times when they are at their maximum speed, you cannot jump straight up in the air to avoid Fat Fireballs. If you do, you will land on top of them.

What I want to stress about jumping Fireballs is that no matter how good a player you become, success in jumping over

Fireballs is never guaranteed. The reason is that the Fireballs move somewhat randomly and may turn around when you are in midair. If they do, you will probably land right on top of them.

The only time that success is guaranteed is when you are jumping over a Fireball just as it is passing over a Rivet. When it passes over a Rivet and you jump over it, there will be a hole left, and it cannot go back over the hole. However, if your timing is off and you jump the Rivet before the Fireball, then it will have to turn around forcing you to land on top of it, because there will be a hole blocking its path.

Another interesting feature of the Fireballs is that when they come off a ladder, either up or down, no matter what side of the screen they are on, they will either go to the left or stop motion entirely. However, you do not want to bet your life on this fact, because they can go to the left and then turn around and head back toward the right, thereby surprising and killing you.

The chief value of this secret is that when you have the Hammer in your hand, it is best to wait on the right side of a ladder that the Fireball will descend so that when the Hammer is on the up-swing, it will just touch the extreme right side of the ladder.

This position with the Hammer is sometimes impractical, though, because a Fireball may be ascending the ladder below you. If this happens, you must stand in a different position. On those occasions, you should stand so that when the Hammer is on the down swing, half of it hits the base of the ladder on the girder you are on and the other half hits the top of the other ladder. This way, the Fireballs will be killed whether they are coming down the one ladder or going up the other.

Often, for safety, a player who sees a Fireball that is fairly close to the Rivet that he wants to clear should leave that area because the Fireball is there. Frequently, however, you are close enough to the Rivet, and the Fireball is far enough away so that you can walk over the Rivet and immediately jump backward, thereby clearing the Rivet and temporarily trapping the Fireball. Since this technique is somewhat risky, it must be done very precisely.

As soon as you see that you are on top of the Rivet, whether or

not it has been cleared yet, jump backward. The reason that I say whether or not it has been cleared is because when you are on top of a Rivet and you run or jump backward or forward, it will be knocked out.

As a matter of fact, many good players, just to be showy, will run over to a Rivet, and as soon as they are directly on top of it, run backward. This gives the impression that they have run over a Rivet, then run back over the hole that it left, which is obviously impressive since it is impossible.

## **Advanced**

Even with the best of patterns on the Rivets, the Fireballs will occasionally get wise and destroy your patterns entirely. If this happens on level fifteen or any level, you obviously must know a lot of tricks in order to escape death.

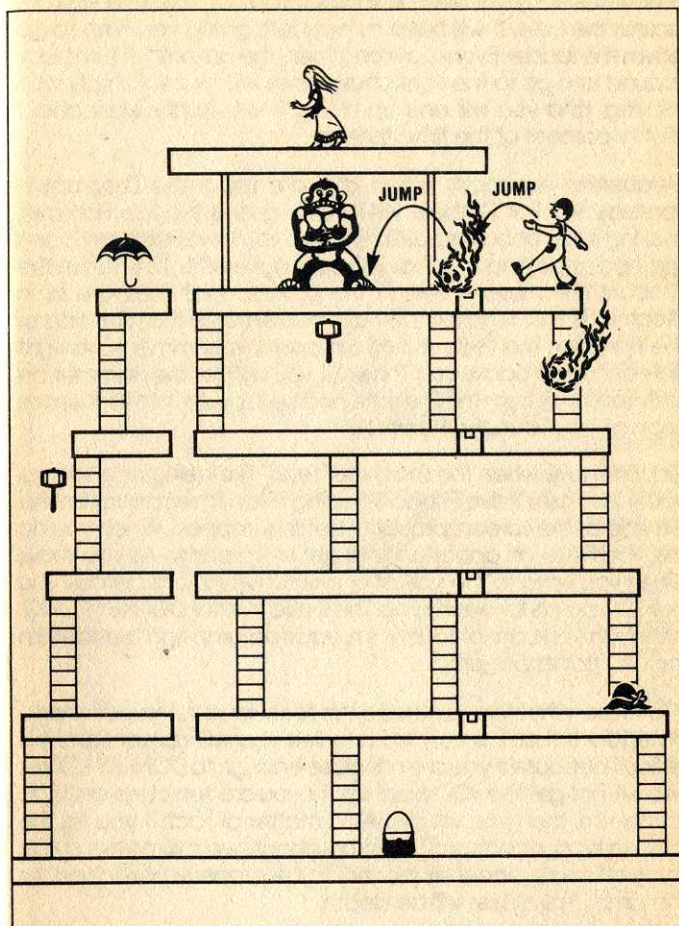
Often, even a good player will think that he is trapped when he is on the top girder, either on the right or the left, and there is a Fireball in the middle near him and also a Fireball just below him. However, I have devised two moves, although they are not guaranteed, that usually work to escape these apparent entrapments.

One is to jump off the extreme edge of the girder. Although such a move would seem to be suicide, it is not, for when the Jump Man touches the wall, which is invisible, he will bounce back to the place from which he jumped. Although the Jump Man can jump off all of the girders and bounce back, it is hardest off the top girders because the Jump Man must be on the extreme edge of the girder to do it.

When you jump off the girder, you are obviously no longer on it. This will often fool the Fireball into going back down the ladder or even leaving the entire area. It might take two or three times jumping off the girder, but it will be worth it if you do not kill yourself.

Another way of escaping apparent death is to jump toward the Fireball as soon as it appears, as in Diagram O. The reason that jumping toward that Fireball will not usually kill you is that the Fireball will go to the left side when it comes off the ladder.

Diagram O



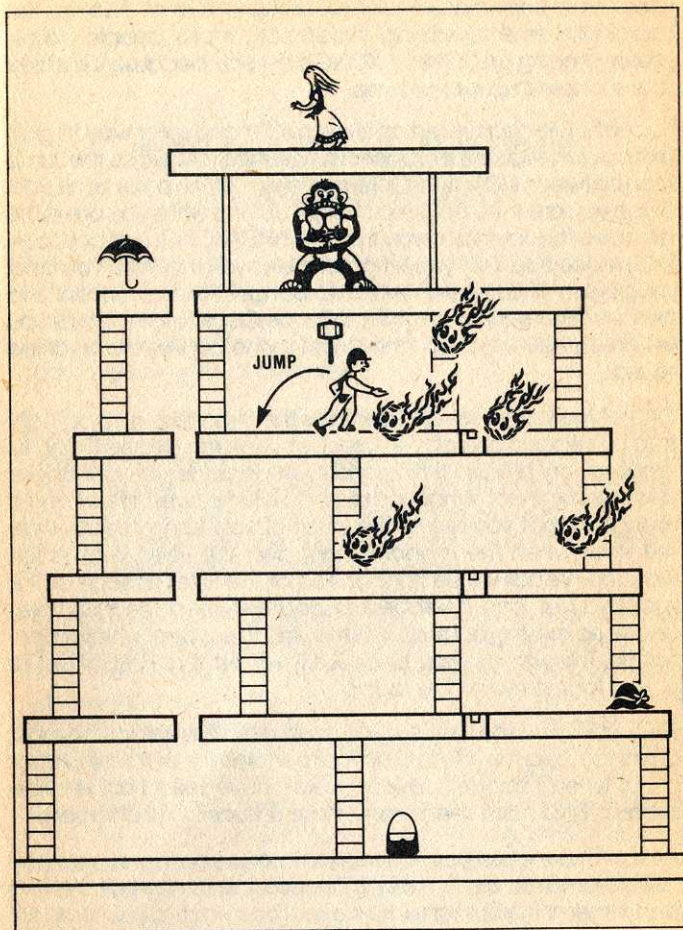
Therefore, if you jump toward the ladder just before the Fireball reaches the top, as seen in the diagram, by the time you are across the hole, it will have moved left, giving you time to go down the ladder. Every now and then, the Fireball will turn back around and go to the right after it goes left, or it will simply stop moving, and you will end up dying. It will usually work about eighty percent of the time though.

Frequently, especially when you are using the Diagram N strategy, the Fat Fireballs will heavily guard the top Hammer, making it just about impossible to get to. However, there is one method of getting to it that is usually quite effective. When the Fireballs are more or less in the position that they are in, in Diagram P, that is, when they are clustered on the right side of the Hammer, then you should run past the Hammer to its right side and jump backward. This way, you will get the Hammer, be fairly far away from the Fireballs, and be in position to kill them as soon as you have the Hammer.

Occasionally, when the machine "feels" like being nice to you, you will smash all five Fireballs forcing them to reappear on the left side of the screen, probably getting trapped. When you do this, you have an opportunity to get extra points. As you know, when you jump to the side of or over anything dangerous, you get 100 points for each jump. This is also true for DONKEY KONG. Although you cannot touch him, you can jump right beside him for 100 points per jump.

The reason that I have placed this technique in the advanced category is that it is very hard to line yourself up just right. It is difficult because if you are not close enough to DONKEY KONG, you will not get the 100 points. But if you are too close and you touch him, then you will die. As a matter of fact, if you try this trick on his right side, you must be about two millimeters away (proportionally, about six inches) to be properly positioned for the jump. Any closer will be death.

However, on his left side, you must just barely touch him—toenail to toenail—to get the 100 points. Any closer is death, and any farther away is too far. If you jump as quickly as you possibly can, you will have time for approximately two and one-half jumps for every 100 points that tick off the Bonus Clock. Depending on where your last Rivet is located, you must stop jumping with

**Diagram P**

anywhere between 500 and 100 points left on the Bonus Clock to ensure that you will clear the last Rivet, finishing the round with time remaining. Incidentally, many people I know prefer jumping on DONKEY KONG's left side because it is easier to line oneself up for the jump.

Recently, I've discovered an even better and safer way to gain extra points in a similar manner. This method is to place the Jump Man between DONKEY KONG and either of the poles at his side. Once you are lined up, jump straight up and while you are in the air, move the Joystick **away** from DONKEY KONG. Just as important, make sure that you let go of the Joystick before you land, so you don't inadvertently run into danger. You can continue to perform this technique until the Bonus Clock is so low that you will barely have enough time to get to the last Rivet to clear the round.

One of the last tricks—and perhaps the strangest—is to actually trap a Fireball in one of the holes between the girders. Doing so requires very precise timing and must be done just right or else death is imminent. What you must do is jump over a Rivet and a Fireball so that you are at the peak of your jump directly over the Rivet when the Fireball is right over the Rivet, also. In this way, the Fireball will be right on top of the Rivet as soon as it is knocked out, and it will be trapped between the two holes and keep moving back and forth trying to escape, which it cannot do. This will help you, because it will put that Fireball out of action for the rest of the round.

The last trick on the Rivets is extremely difficult even for the most advanced players. In fact, I am not certain if it is a machine error or not when it happens; even though I have seen it done twice successfully, I have seen many more unsuccessful attempts.

As you know, when you have a Hammer in your hand, you may neither jump nor climb, making it impossible to cross a hole with the Hammer in your hand. However, I have actually walked off into a hole with a Hammer in my hand and on the way down, before I hit the next girder, hit a Fireball. In doing so, I got the points for the Fireball and lived. Although I have done it twice, I have also died three times doing it. Therefore, I do not know if it involves a machine error or not. I do not suggest that you try this except for fun.

## **STRATEGIES—ELEVATORS (SECOND LEVEL)**

The Elevators is a unique round in that the first half of the round is the same on every level. However, the last half of the round gets progressively harder until level four is reached, where it gets extremely difficult. Each round after that maintains that same high degree of difficulty.

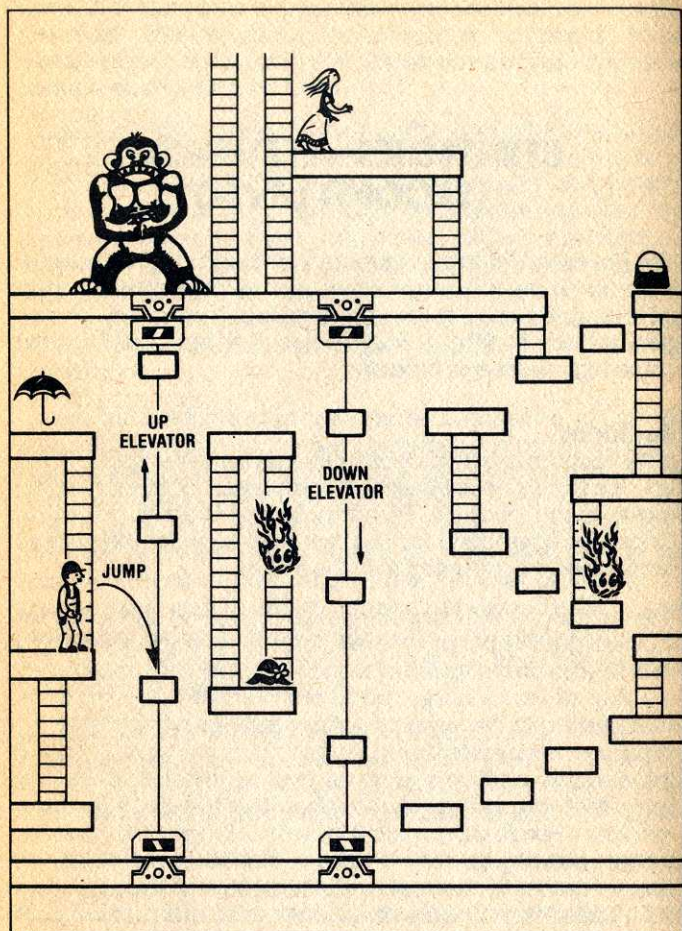
### **Beginner**

In this round, more than all other rounds, it is very important that you familiarize yourself with all the various components that make up the round (i.e., Elevators, Springs, Fireballs, and so on). Once you have done so, you can learn some of the different techniques used to complete the round.

The first thing that a beginner should do is climb up the first two ladders, get the bonus Umbrella, and climb back down to the middle step on the far left of the screen. Now you should watch the Fireball that is in the middle of the screen. As soon as the Fireball starts to descend one of two ladders in the middle, you should gain access to the Up Elevator. To do this, wait until one of the Elevator platforms is about two centimeters below the girder that you are standing on. When it is in the right position, immediately Hurdle-Jump onto it, as seen in Diagram Q. Now stop motion, allowing yourself to ride up the Elevator until you are about one centimeter below the top girder of the platform in the middle. When you are about one centimeter below it, once again Hurdle-Jump onto it. Now you must watch the same Fireball as before and wait until it starts to ascend one of the same two ladders.

When it does, you should descend the other. When you reach the bottom of that platform, get the bonus Hat, and wait until a

## Diagram Q



Down Elevator platform is about two centimeters above the girder you are standing on. When it is, Hurdle-Jump onto it. Now ride down to the bottom step of the girder steps. When you are about one centimeter above the bottom step, Hurdle-Jump onto it. Now take one step forward and Hurdle-Jump onto the next step. Then wait for a Spring to go through the girder step immediately in front of you. As soon as the Spring does go through that Step, you should immediately Hurdle-Jump onto it and then immediately Hurdle-Jump to the next step.

Now climb the ladder. Once again, wait for a Spring to go by in front of you and assuming the Fireball is not in your way, Hurdle-Jump to the left three times in succession. At this point, you will once again be at a ladder, which you should now climb.

Once you are up that ladder, Hurdle-Jump to the right and climb up the next ladder. After you've climbed this ladder, you are in one of the many safety zones of the round (see Diagram R). In this safety zone, you cannot be killed by a Spring. When you have reached this point, you have completed the first half of the round.

Approximately once every second, a Spring will bounce right over your head. Your main objective now is to get to the next safety zone, also seen in Diagram R. To do this, wait until a Spring is directly on the top of your head, then run to the right edge of that safety zone.

As soon as another Spring passes over your head, run immediately to the right and go up the ladder. When you reach the top of the ladder, you have completed the round. This entire pattern is shown in Diagram S.

## **Intermediate**

Once you are familiar with the strategy in the Beginner section of the first Elevators round of level 2, then you are ready to learn a few time-saving tips to move on. In fact, most of the strategies learned throughout the rest of this section are merely time-saving tips, that will result in extra bonus points being earned at the end of a round.

The first tip has to do with the the technique of always coming

## Diagram R

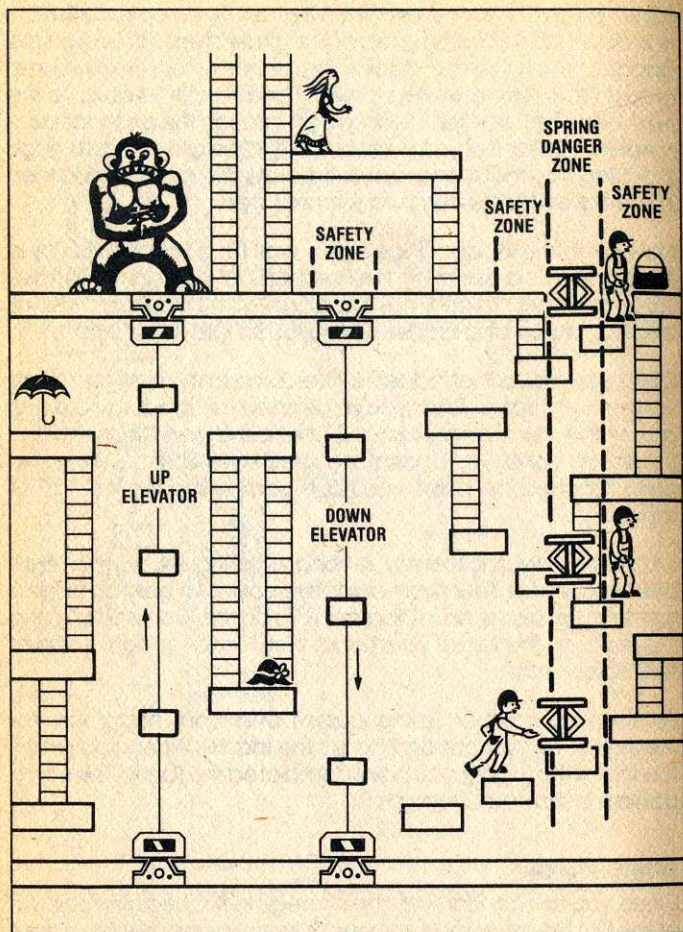
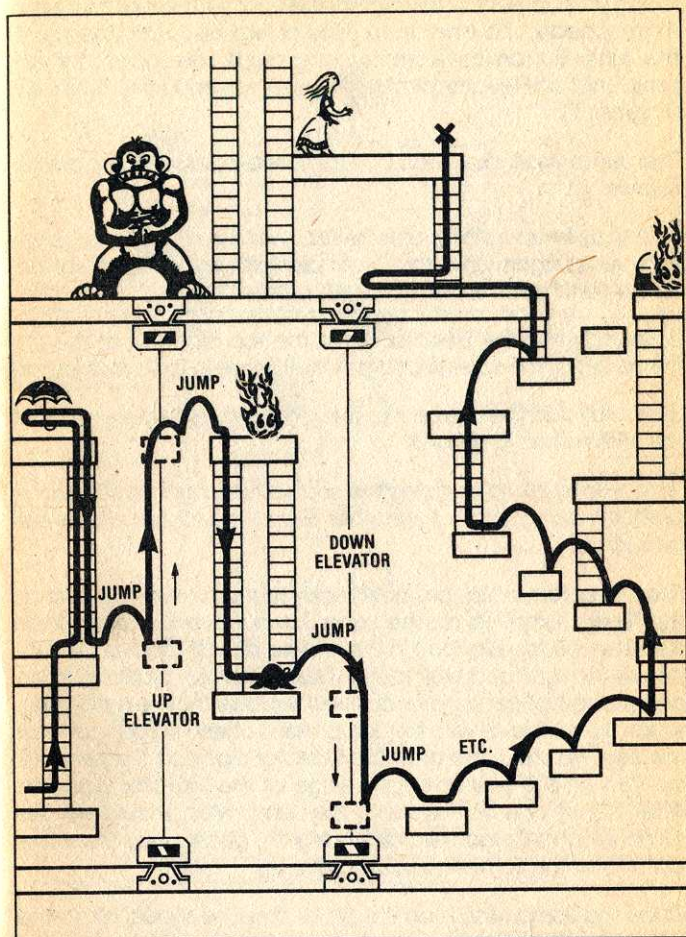


Diagram S



out running before the round starts. Once again, before the round starts, press the Joystick to the right. As soon as the Jump Man appears, allow him to run one or two steps and then push the Jump Button immediately; as a result, the Jump Man will jump onto an Elevator platform right away and save time (see Diagram T).

The Jump Man now has one of three options. They are as follows:

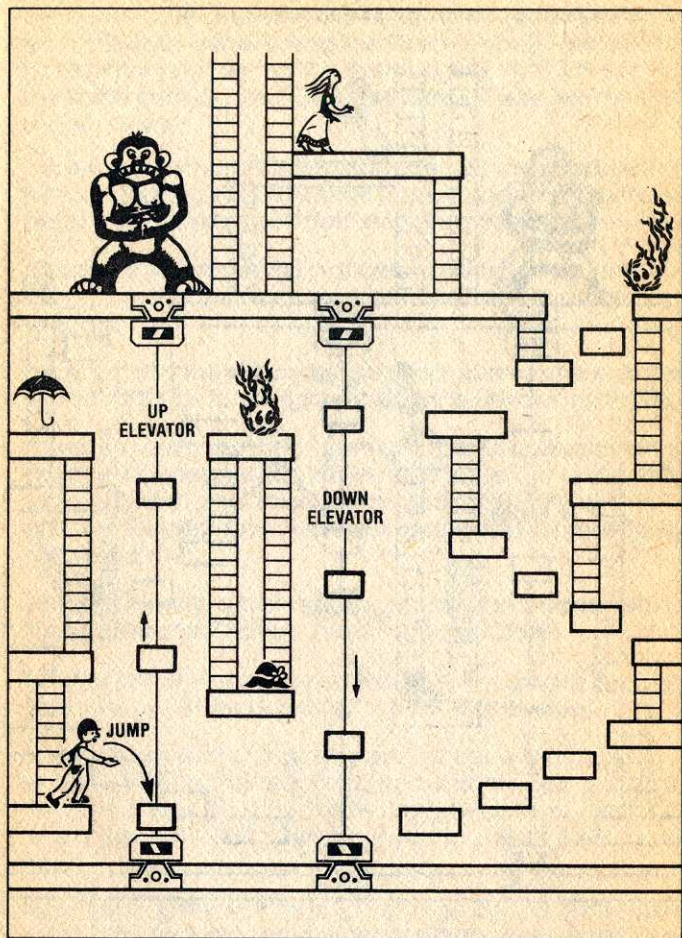
1. He may keep running until he reaches the edge of the platform, jump again onto the lower platform in the middle of the screen, and get the Hat for bonus points.
2. He may ride the Elevator up to the top platform at the extreme left of the screen and get the Umbrella for bonus points.
3. He may ride the Elevator to the top platform in the middle of the screen and jump on it.

At any rate, his main objective should be to get to the same platform as in option 3, whether or not the bonus points are picked up.

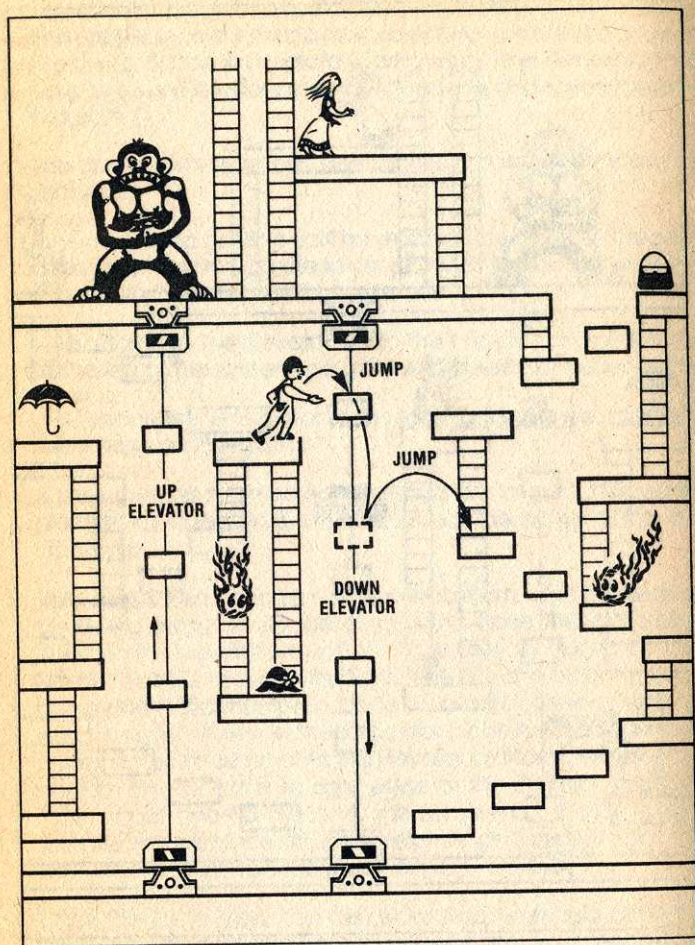
**The Long Jump:** You are now ready to learn what is known as the "Long Jump." To do the Long Jump, have the Jump Man stand on the top platform in the middle, directly above the ladder on the right and wait for the Down Elevator platform to be about one-half centimeter above the place that he is standing, which is about level with the Jump Man's chest. As soon as it is at this level, Hurdle-Jump onto the Elevator platform. This jump will put him on the extreme right edge of the Elevator platform. After about one-half second, the Jump Man should Hurdle-Jump, which will place him on the eighth girder step from the bottom of the screen. (See Diagram U.)

Once the Jump Man is on this girder step, he should climb the ladder and then Hurdle-Jump to the right and climb that ladder. This will place him in the same safety zone as in the Beginner strategy, but much time has been saved. Although the Long Jump may take a few tries to learn, it is well worth the time that is taken.

Diagram T



## Diagram U



## Advanced

Once you have mastered the Long Jump, you are ready to learn a few more time-saving tips. These involve jumping off the Up Elevator and getting the bonus points, then jumping immediately back onto the Elevator to safety. These two methods are as follows:

1. As soon as the round starts, take one step then Hurdle-Jump; without stopping, take two more steps and jump again. This will place you on the bottom platform in the middle of the screen.

As soon as you are on this platform, run over to the bonus Hat; then, changing directions, run back two steps to the left and jump again.

If you do all of this without hesitating for even a moment, then you will manage to get right back on the Elevator again.

2. Use the same method of getting on the Elevator as in step 1. This time, however, ride up the Elevator to the Umbrella, Hurdle-Jump to it, and immediately turn around and Hurdle-Jump back onto the Elevator, take two steps, and Hurdle-Jump onto the middle platform.

Both of these steps allow you to get the bonus points without taking more than 100 points off the Bonus Clock.

Another bonus technique you should learn is to get the Purse, which is found in the upper right corner of the screen.

To do this, stand on the girder steps just below the platform on which DONKEY KONG is standing and wait for a Spring to go by. As soon as one goes by, Hurdle-Jump twice in succession to where the Purse is. This will allow you to collect these bonus points.

Now, once again, wait for a Spring to go by and Hurdle-Jump twice to the left back to the girder step that you were previously on. Now climb the ladder to the safety zone.

The last time-saving technique that you will learn in the Elevators strategy is as follows:

Once you are in the first safety zone on the top platform, take



about one and one-half steps until you are almost at the edge of that safety zone. Now wait, and as soon as a Spring bounces directly in front of you, start running toward it and go up the ladder (Diagram V).

If this is timed correctly, the Spring will just miss you and give you enough time to go up the ladder before the next Spring is near you.

## **STRATEGIES—ELEVATORS (THIRD LEVEL)**

### **Beginner**

The only difference between the second Elevator and the first is that the Springs on the top platform come out more rapidly. Therefore, most of the techniques that we will learn in this section involve the last half of the round.

The first technique is to get to the safety zone that is in the middle of the screen. This is a little more difficult than in the first round, since the Springs are coming out more rapidly.

To do this, simply stand in the first safety zone and run as soon as a Spring bounces directly in front of you. As soon as you reach the safety zone, stop running. Once you are in this safety zone, wait for a Spring to bounce in front of you on your left side. As soon as it does, run toward it. However, before you can run very far, you will run into the force-field that lies directly in front of the two tall ladders that DONKEY KONG uses. As soon as you touch this force-field, keep the Joystick pressed to the left and push the Jump Button. This will catapult you back to the extreme right edge of the safety zone. This technique of using the force-field becomes helpful in the third Elevators.

Once you are at the extreme edge of the safety zone, start to watch for the Springs to bounce in front of you. After you have watched them for a while, you will be able to determine how far away they are going to hit the platform in front of you. As soon as you see a Spring that you can tell is going to hit fairly far in front of you, start running toward the ladder and go up.

If you time it just right, you will always be able to make it up the ladder before the next Spring is near. This technique does take some practice, but as soon as you are able to predetermine where each Spring is going to hit, you will be able to do this every time.

## **Intermediate**

The only new technique that we will learn in this section is a new method of getting up the ladder on the top part of the screen. This method involves some very precise timing and will probably take several tries before you can do it successfully.

Once the Jump Man is standing in exactly the same position as he is in Diagram W, you must start watching for the Springs. The moment before a Spring is going to bounce in front of you, start running to the left toward it. You must keep running until the precise moment that the next Spring is above your head. As soon as it is above your head, turn back around to the right and go up the ladder. Although this method does not sound very complicated, it does take some practice before it can be perfected.

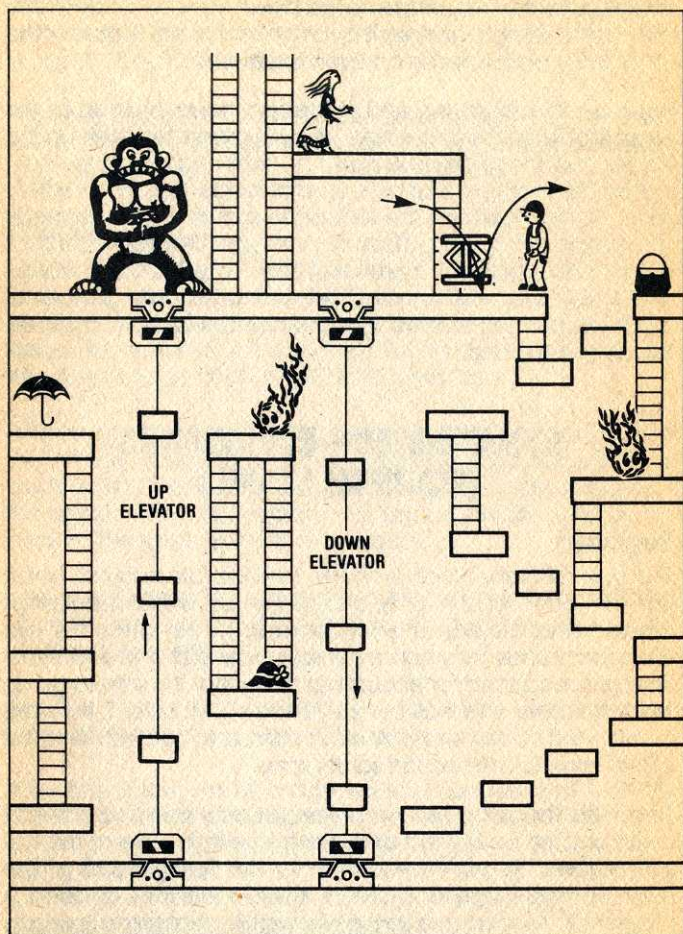
## **Advanced**

The next technique that we will learn is called the early "Jump-Long Jump," which can help gain 6,000-6,100 bonus points for the second Elevators, depending on the speed and accuracy with which you do this.

You may have noticed from previous experience that the Jump Man can partially jump through the girders. This next technique involves doing just that.

As soon as the Jump Man is on the Up Elevator, stand so that you are on the very edge, but not over the edge. The moment that the top of the Elevator platform becomes level with the bottom of the top platform in the middle of the screen, make the Jump Man Hurdle-Jump onto that platform. In this manner, his knees will actually pass through the red girder, but doing so will not kill him. As soon as this jump is completed, have the Jump Man take one step, without stopping, to the right and jump again. This will place him on the Down Elevator.

Diagram W



As soon as he is on the Down Elevator, have him run, without stopping, to the very edge of the Down Elevator and Hurdle-Jump onto the girder step. This whole technique is merely the Long Jump performed in an even faster way.

However, that is not the end of the technique. As soon as the Jump Man is on the girder step, he must go immediately up the ladder and then Hurdle-Jump to his right and go up the next ladder. The moment that he is up that ladder and in the safety zone, he must perform the technique shown in the intermediate section of this second Elevator strategy (Diagram W). If all of this is done quickly and precisely, the Jump Man can obtain 6,100 points on the Bonus Clock but will usually get about 6,000 bonus points, since it is hard not to make any mistakes for the entire round.

## **STRATEGIES—ELEVATORS (FOURTH LEVEL)**

### **Beginner**

The only difference between this third Elevators round, which is in the fourth level of play, and all the rest is that the Springs come out of the side even more rapidly than in the first two Elevators rounds. They come out so rapidly that only a very few Springs are spaced far enough apart so that it is safe to go up the top ladder and thus complete the round. In fact, they are coming out so fast that it is even difficult to get from the first safety zone to the second safety zone.

To do this, the Jump Man must take exactly one and one-half steps and be positioned at the extreme left edge of the first safety zone. He must now watch for the Springs to hit at the extreme right edge of DONKEY KONG's left foot, as seen in Diagram X. As soon as a Spring hits, wait for that same Spring to bounce until it is directly in front of you and about level with your nose. When it is, run immediately to the left to the second safety zone. If this is not done with exact timing, then it is very likely that a Spring will bounce directly onto your head, thus killing you. Once you are in the second safety zone, use the force-field technique found in the second Elevators strategy.

Now that the Jump Man is on the extreme right of the second safety zone, he must watch for the Springs to hit the platform, as they do in Diagram X, that is, when they hit the extreme right edge of DONKEY KONG's left foot.

After two Springs in a row hit on the extreme right edge of his left foot or after four in a row hit somewhere near the edge of his left foot, it is safe to go up the ladder immediately.

## **Intermediate**

The next technique you should learn is called "gambling" on the Spring patterns. This technique involves watching the Springs just as you do in the Beginner Strategy. But this time you go up the ladder immediately after the first Spring bounces on the extreme right edge of DONKEY KONG's left foot.

But you must continue to watch each Spring as it appears from the left side of the screen. If the next Spring appears before you are touching the ladder, then you will be killed while you are on the ladder. When you realize that you will be killed, simply run back to the safety zone and try again.

However, if you are touching the ladder before the next Spring appears, then you will have time to climb the ladder thereby clearing the round.

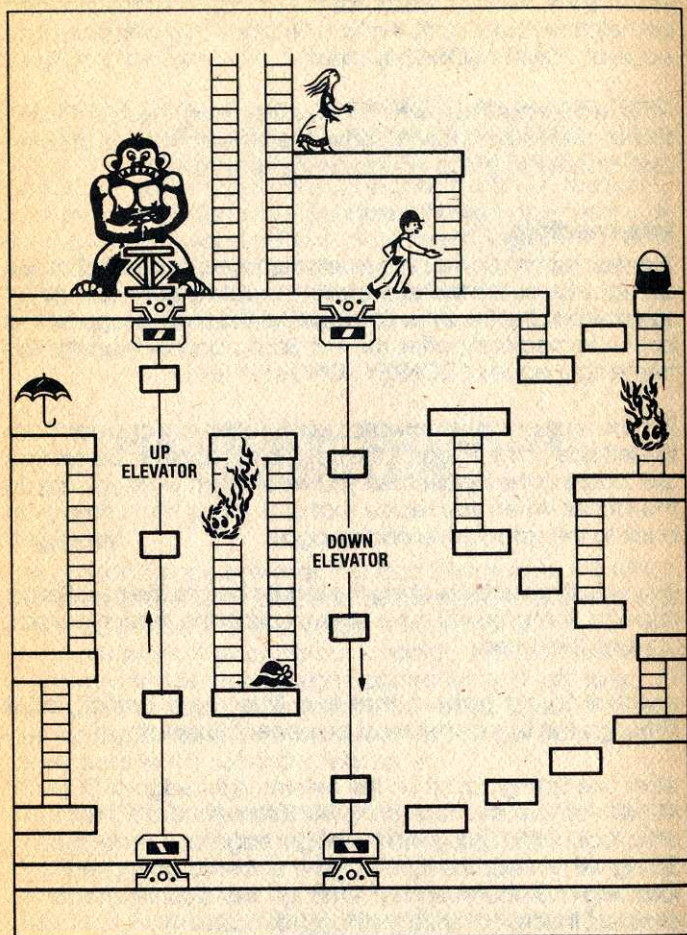
Another Spring pattern that is a little more complicated although the timing on it must be perfect, is as follows:

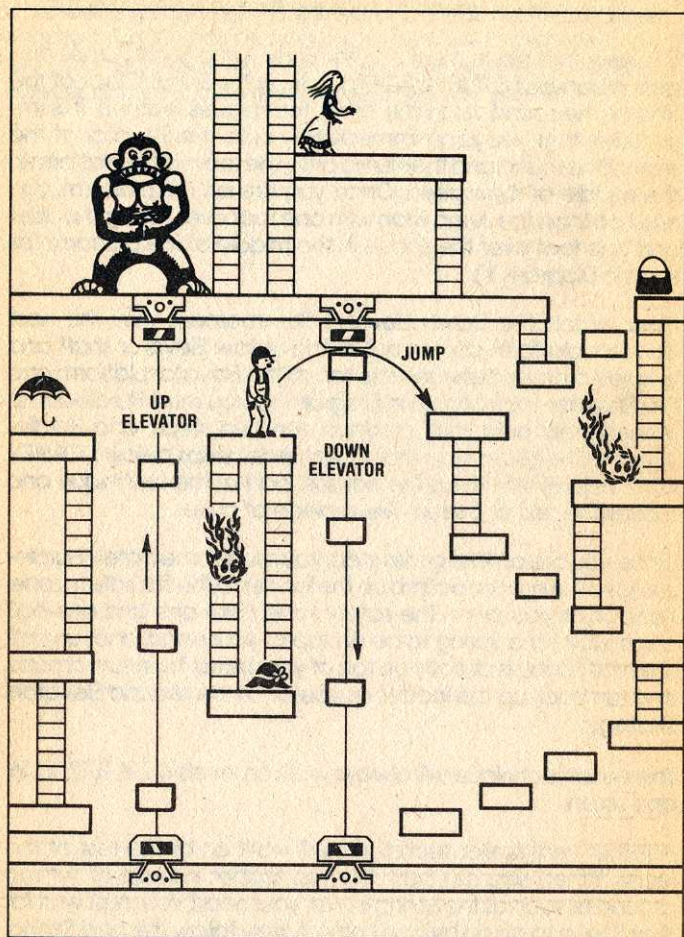
After one Spring has hit on the extreme right edge of DONKEY KONG's left foot, the next Spring will hit somewhere in the middle of his foot, a third Spring will hit the right edge, and finally, a fourth Spring will hit near the right edge. It is safe to go immediately following that fourth Spring. Although this is somewhat complicated, it does not take that long to master.

## **Advanced**

The next technique that you will learn is by far the most difficult technique in the game of DONKEY KONG. However, once it is mastered, the whole game will seem much, much easier. In fact,

## Diagram X



**Diagram Y**

using this method, I have scored 843,600 while playing on level twenty-one, and I intend to improve that score in the future.

This new technique is called the "Early Jump-Short Jump" and gets a bonus of 6,700–6,800 points on the Bonus Clock at the end of the round. As in the other techniques learned, it is imperative that you jump immediately onto the Elevator at the start of the round and then jump onto the top middle platform in the middle of the screen. Once you are on this platform, you must position the Jump Man with one foot over the right ladder and one foot over the space in the middle of the platform (as seen in Diagram Y).

Now watch the Down Elevator. The moment that the next Elevator platform comes out of the yellow Elevator shaft and you see a crack between the top of the Elevator platform and the Elevator shaft (again in Diagram Y), you must Hurdle-Jump immediately onto that platform, run two steps, and Hurdle-Jump to the girder step that is two girder steps below DONKEY KONG's platform. This is the hardest part of the technique and makes the rest of it seem like a piece of cake.

Once you are on that girder step, you must immediately Hurdle-Jump to the right and climb up the ladder to the first safety zone. As soon as you are in the safety zone, take one and one-half steps, wait for a Spring to be on top of your head, and run until the next Spring is directly on top of your head. Then turn around and run back up the ladder, as you did in the second Elevators strategy.

This exact technique will always work on levels 4, 7, 8, 11, 12, 15, 16, and so on.

Another very similar technique will work on all the rest of the levels. When you run past the top ladder, instead of turning around as soon as the Spring is over your head, you must wait for that Spring to go on by, and immediately follow the next Spring. This technique will give a bonus of 6,700 points.

Another interesting facet to this technique is as follows: if you are on level five, where the technique gives you a 6,700-point bonus, that round will become a 6,800-point round if you are killed anywhere in the round.

Similarly, in a 6,800-point round when you do not have to wait for the extra Spring to go by before you go up the ladder, it will become a 6,700-point round if you are killed anywhere in the round. This technique will take quite a few quarters to master; however, once it is mastered, it becomes well worth it.

## STRATEGIES—CONVEYOR BELTS

### Beginner

When you first play the Conveyor Belts round, it seems to be extremely difficult. However, once you become more and more familiar with each of the rounds, the Conveyor Belts is by far the easiest round to get through.

The bottom girder lies across the bottom of the screen, and the Jump Man's movements are unhindered. However, on the second, fourth, and fifth girders, there are Conveyor Belts that run across the top of the girders. These Conveyor Belts are moving at a speed slightly slower than that of the Jump Man's running speed. Therefore, if Jump Man runs in the direction opposite than one in which the Conveyor Belts are moving, he will just barely make time against them. However, if he runs in the same direction as that of the Conveyor Belts, he will run almost twice as fast as normal.

The Conveyor Belts on the second girder are moving from right to left at the beginning of each round, as is the Conveyor Belt on the fifth girder, while the two Conveyor Belts that lie on the fourth set of girders start out the round by moving toward the center of the screen. After 500 points have expired from the Bonus Clock, the Conveyor Belts all reverse direction. However, if the Jump Man is not on the bottom girder when it comes time for the Conveyor Belts to reverse direction, then the two Conveyor Belts on the fourth set of girders will not reverse direction. They will, instead, reverse direction for just an instant, then continue moving toward the center.

The Sandpiles that appear periodically on the second and fourth Conveyor Belts may be jumped only by Hurdle-Jumping. The Jump Man can not merely jump straight in the air and

expect to cross over a Sandpile. Occasionally, a Sandpile will appear from the side and be unusually long. These Sandpiles may not be jumped at all.

The Sandpiles appear from the sides of the screen on the Conveyor Belts apparently at random. There is no way to tell whether or not a Sandpile will appear at any certain time. If the Jump Man gets close to the edge of the Conveyor Belt, it is a pretty sure bet that a Sandpile will appear and try to kill him.

Another distinct disadvantage about the Sandpiles is that unlike the Jump Man's other enemies, the Sandpiles cannot be touched at all. Any contact with a Sandpile means instant death.

It is important to remember that the Joystick is not required for motion while the Jump Man is on the Conveyor Belts. It is occasionally advantageous to allow the Conveyor Belts to move the Jump Man from place to place, for instance, if Jump Man is on a Conveyor Belt and the Joystick is being pressed down so that Jump Man remains stationary with respect to other things on the Conveyor Belts. However, as soon as the Jump Man got on top of a ladder that led to the girder below, he would immediately start descending that ladder.

In the Rivets round, the Fat Fireballs always appear on the side of the screen opposite the Jump Man's position. However, the reverse is true in the Conveyor Belts round, when the Fireballs will always appear on the same side as the Jump Man, putting you at a disadvantage, since he begins the round closer to the Fireballs.

Another difference between the Conveyor Belts and the Rivets is that the Fireballs do not appear from the side, as in the Rivets. All the Fireballs originate from the Oil Barrel in the center, as they do in the Barrel round.

As a rule, it is unwise to obtain either of the Hammers found in the Conveyor Belts. The reason for this is that the Hammers are located in such a way that when the Hammer disappears, the Fireballs could completely block off all possible escape routes for you. Therefore, the Hammers should be left alone except in emergency situations.

Another reason for leaving the Hammers alone is that the longer you take to complete the round, the smaller the Fireballs get. However, one important fact of the Conveyor Belts is that the Fireballs tend to guard the right side of the screen much more than the left side of the screen. For this reason, it is generally wise to try to complete the round by going up the ladder on the top left side of the screen if the Jump Man has been in play for any more than 3,000 points of the Bonus Clock.

The Conveyor Belts is the same as the Rivets in that there are three strategies that seem to work throughout each level. These strategies have been diagramed in Diagrams Z, AA, and BB. The one that I use most often is Diagram Z, and I consider it to be the best strategy for the Conveyor Belts. Obviously, the Jump Man can occasionally be destroyed by the Fireballs with these strategies, at which time it becomes necessary to improvise.

In Diagrams Z, AA, and BB, the object is to make all of the Fireballs appear on the left side of the screen before you go to the right side. In this manner, the right side of the screen will be free of Fireballs, and you will usually be given plenty of time to clear the round.

## **Advanced**

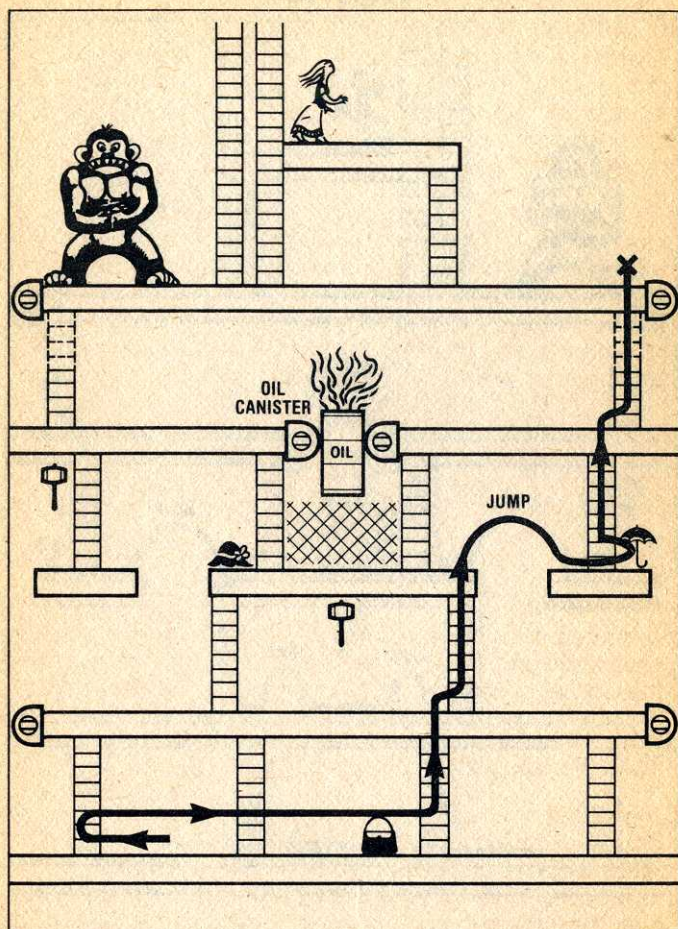
Because patterns I have shown tend to work well on the Conveyor Belts, and since there are not many techniques unique to the Conveyor Belts, I have left out intermediate strategies.

In fact, there is only one technique in this advanced section. It is outlined in the following paragraphs.

The situation will sometimes arise where the Jump Man will be on the fourth girder, either on the right or the left side, with Fireballs above and below him, making it seemingly impossible to escape. However, there is one possible escape route. Jump over the Oil Barrel and onto the other side of the fourth girder. This technique is not as hard as it seems. The first thing that you must remember is to ignore the blue crankshafts at the end of the Conveyor Belts. These have no effect on the Jump Man, and they are merely there to decorate the board.

To jump over the Oil Canister, simply perform a Hurdle-Jump

Diagram Z



## Diagram AA

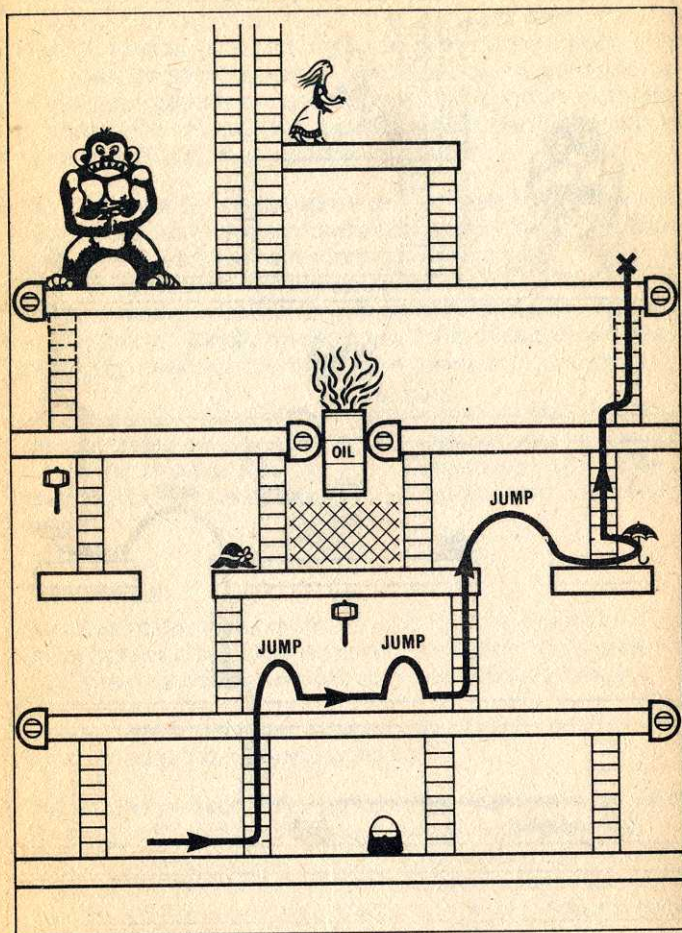
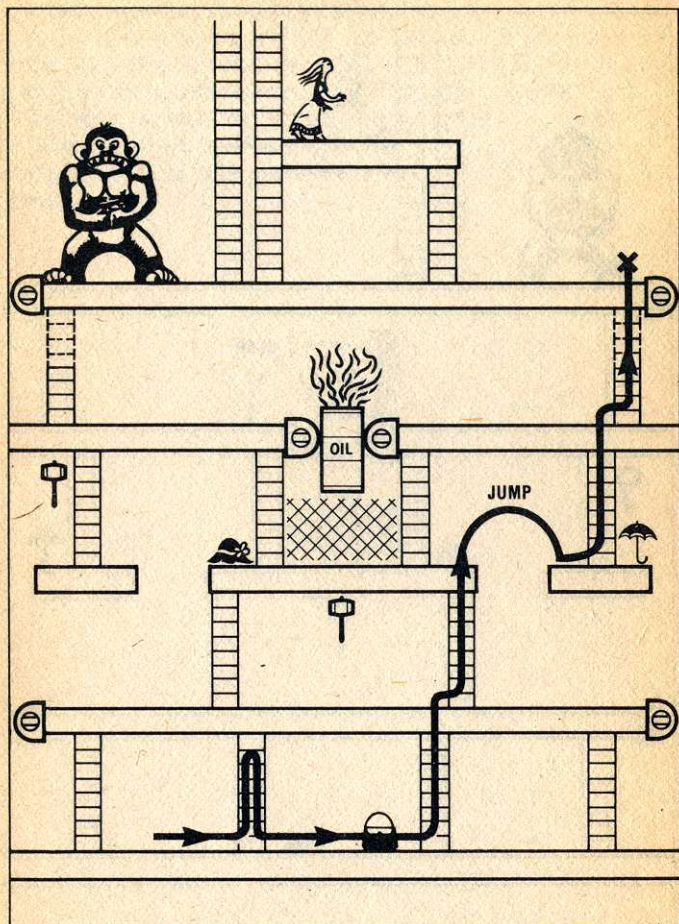
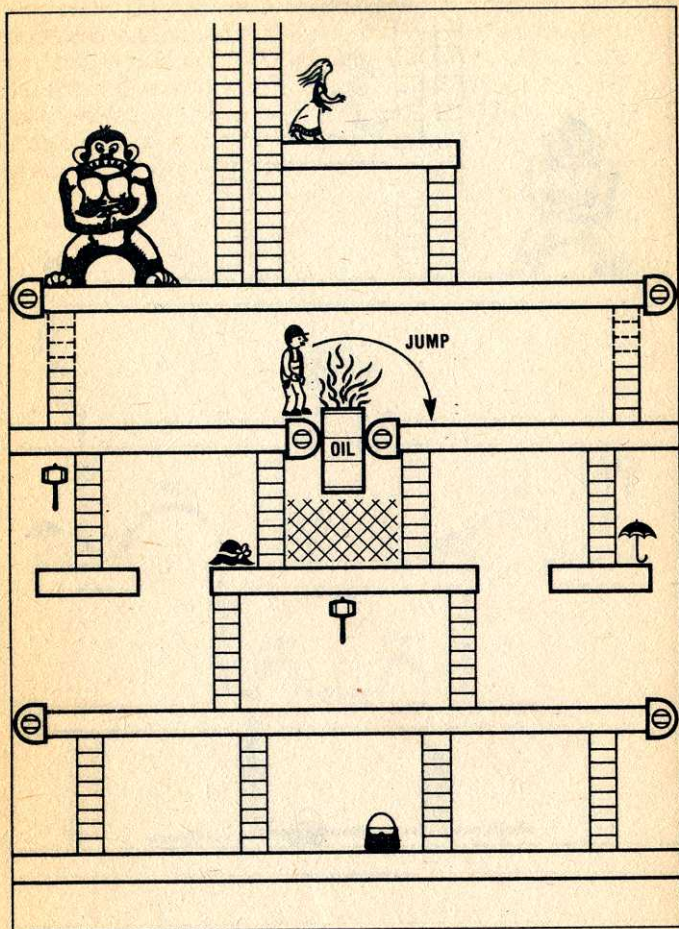


Diagram BB



**Diagram CC**

over it when the Jump Man is about one centimeter in front of the Oil Can (proportionally about two feet). You must make certain, however, that you will not jump into a Sandpile or a Fireball once you have jumped across the Oil Canister. It is also imperative that you keep the Joystick pressed away from the Oil Canister; otherwise, as soon as you jump the Oil Canister, the Conveyor Belt will take you right back into it. Most people can perform this stunt after only two or three tries. This technique is shown in Diagram CC.

## CONCLUSION

As stated previously, good hand-eye coordination, patience, and confidence are the requirements of a good DONKEY KONG player. Obviously, no one can read this book and immediately put the techniques and strategies to work.

I am confident, however, that if you study this book a round at a time, then a level at a time, mastering the various techniques and strategies, without playing so long at one time that you become discouraged, you can become a much better than average player.

If you possess the three necessary ingredients and the determination to learn the lessons of this book, I am confident you can become a master player.

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